



Lichess Tactics & Puzzles

The Open Chess Book Collection

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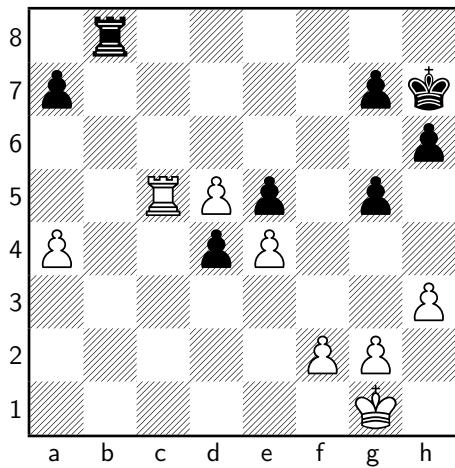
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Chapter 1

1000 rated problems.

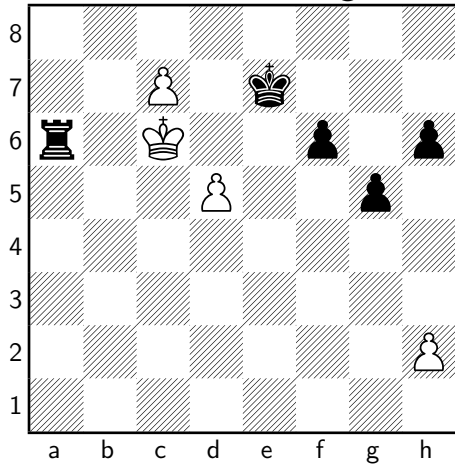
1.1 Advanced pawn

One of your pawns is deep into the opponent position, maybe threatening to promote.



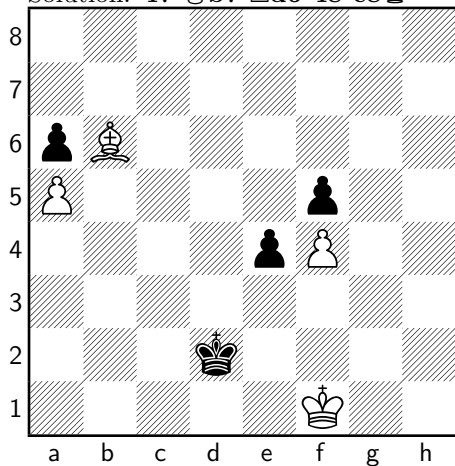
Black to move.

Solution: 35... ♖b1+ 36 ♔h2 d3 37 ♖c3 d2



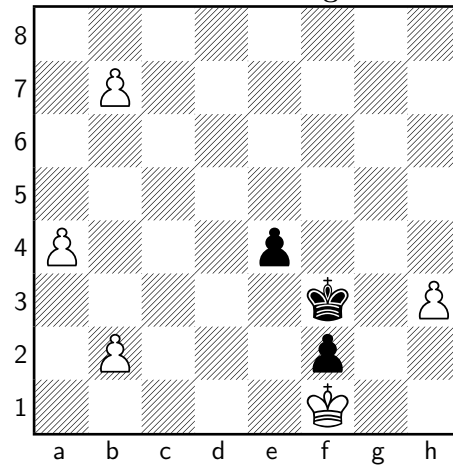
White to move.

Solution: 47 ♔b7 ♖d6 48 c8♔



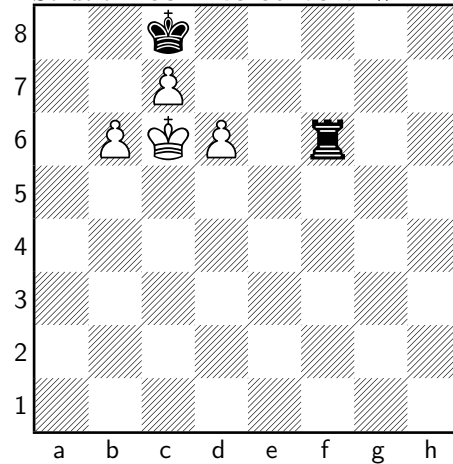
Black to move.

Solution: 67... e3 68 ♔g2 e2



Black to move.

Solution: 58... e3 59 b3 e2#

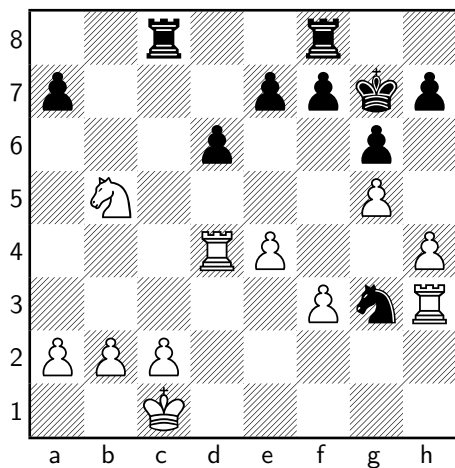


White to move.

Solution: 71 b7#

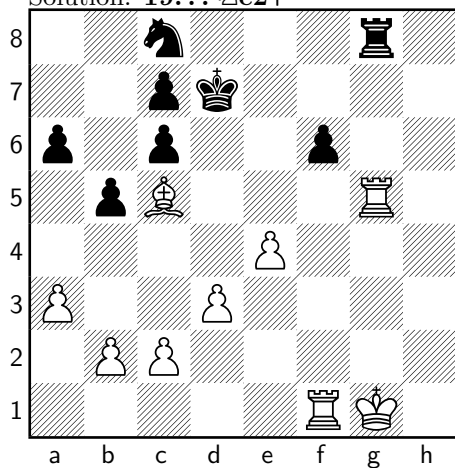
1.2 Advantage

Seize your chance to get a decisive advantage. (200cp eval 600cp)



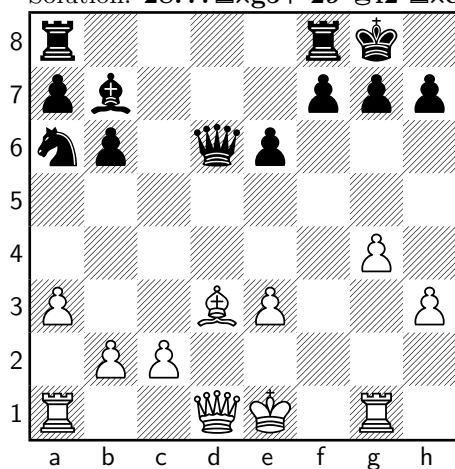
Black to move.

Solution: 19... ♖e2+



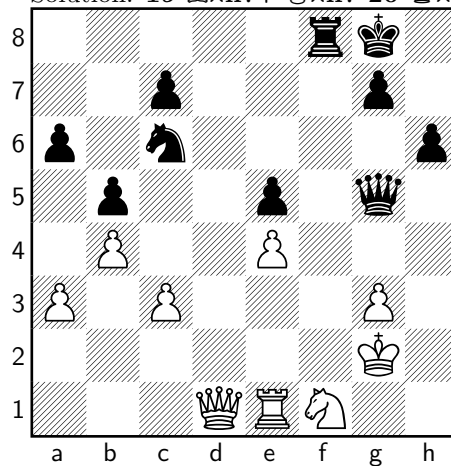
Black to move.

Solution: 28... ♖xg5+ 29 ♔f2 ♖xc5



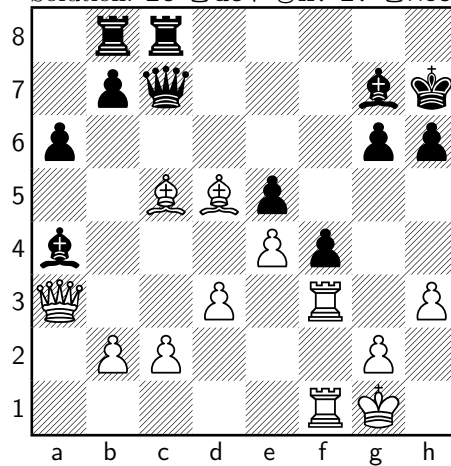
White to move.

Solution: 19 ♙xh7+ ♕xh7 20 ♖xd6



White to move.

Solution: 26 ♖d5+ ♔h7 27 ♖xc6

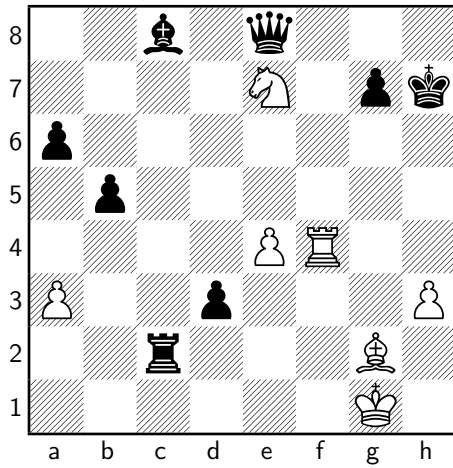


Black to move.

Solution: 23... ♖xc5+ 24 ♖xc5 ♖xc5

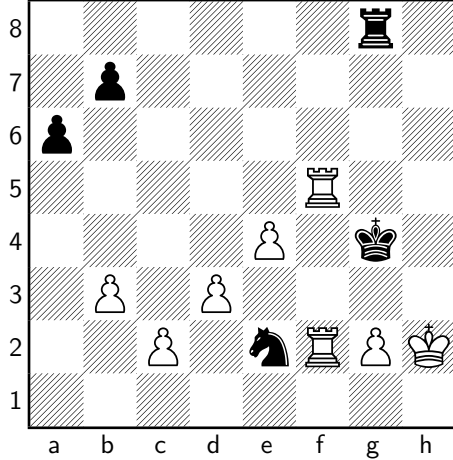
1.3 Anastasia's mate

A knight and rook or queen team up to trap the opposing king between the side of the board and a friendly piece.



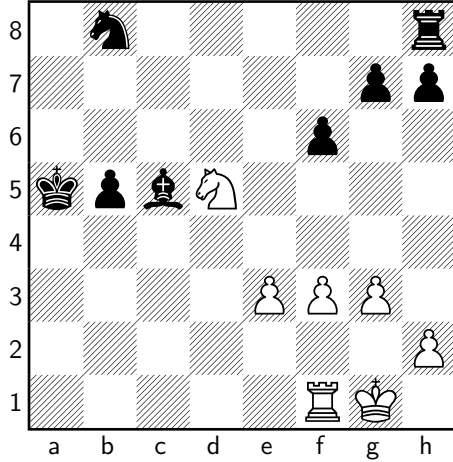
White to move.

Solution: 35 ♖h4+ ♔h5 36 ♖xh5#



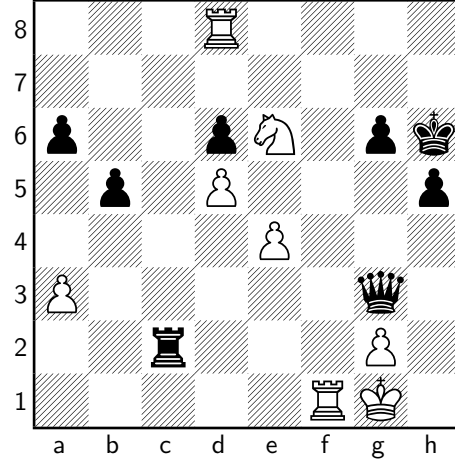
Black to move.

Solution: 43... ♖h8+ 44 ♖h5 ♖xh5#



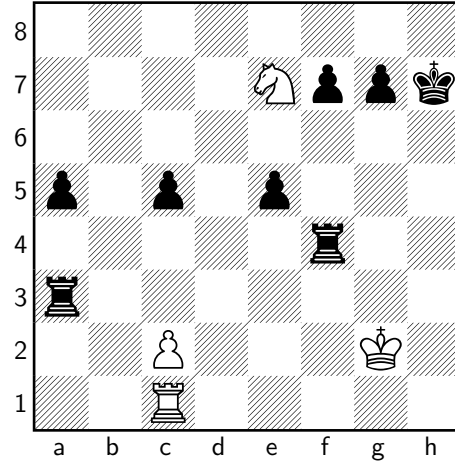
White to move.

Solution: 26 ♖a1+ ♔a3 27 ♖xh3#



White to move.

Solution: 39 ♖h8#

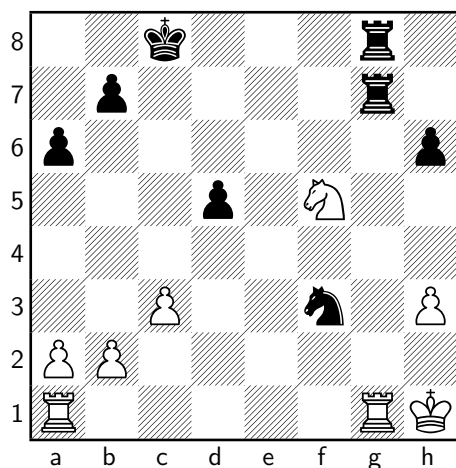


White to move.

Solution: 43 ♖h1+ ♔h3 44 ♖xh3+ ♔h4 45 ♖xh4#

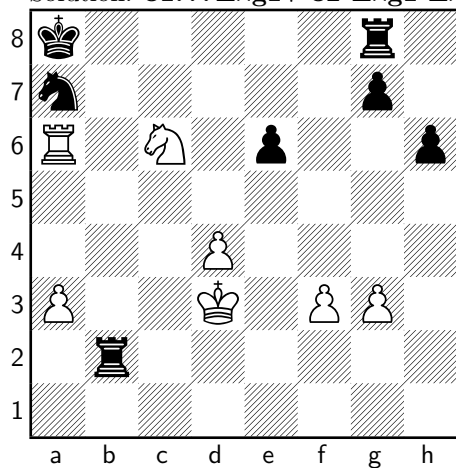
1.4 Arabian mate

A knight and a rook team up to trap the opposing king on a corner of the board.



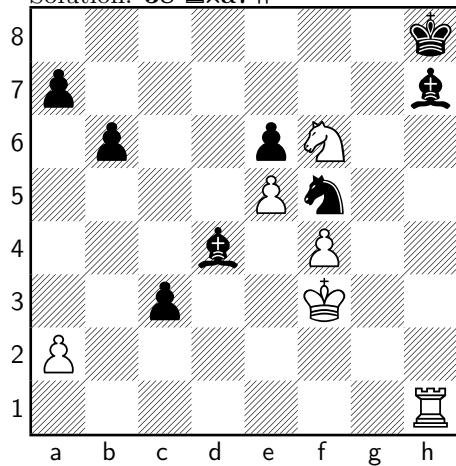
Black to move.

Solution: 31... ♖xg1+ 32 ♜xg1 ♜xg1#



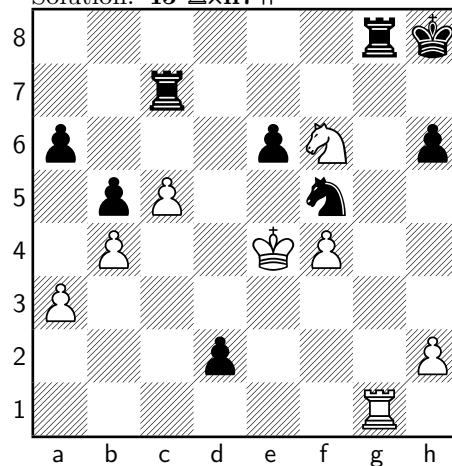
White to move.

Solution: 38 ♜xa7#



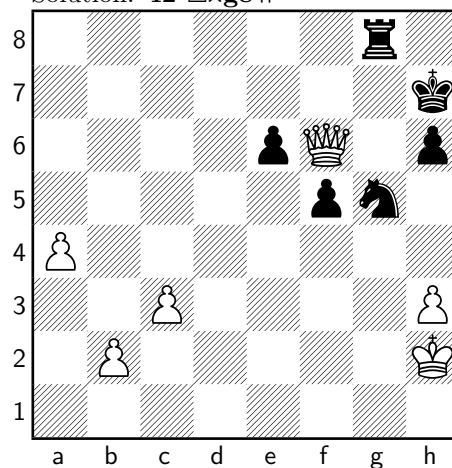
White to move.

Solution: 45 ♜xh7#



White to move.

Solution: 42 ♜xg8#

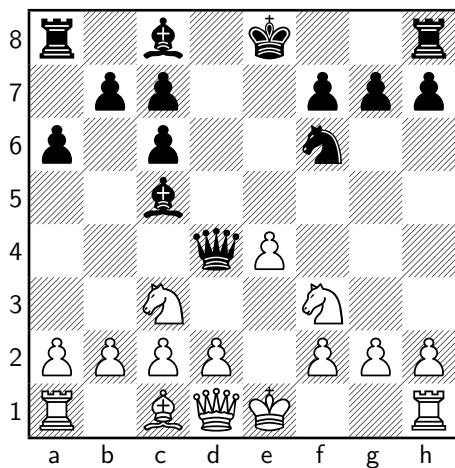


Black to move.

Solution: 37... ♘f3+ 38 ♙h1 ♜g1#

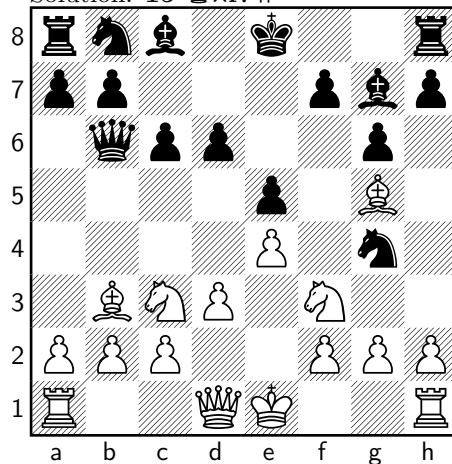
1.5 Attacking f2 or f7

An attack focusing on the f2 or f7 pawn, such as in the fried liver opening.



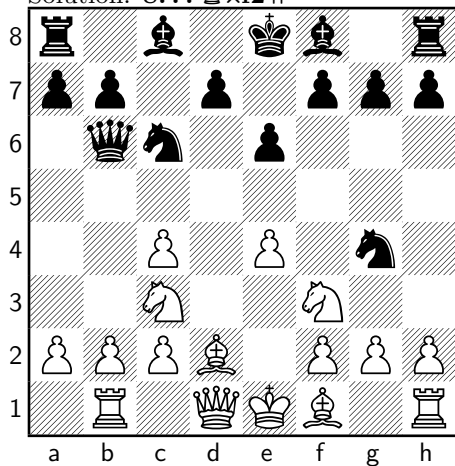
White to move.

Solution: 15 ♔xf7#



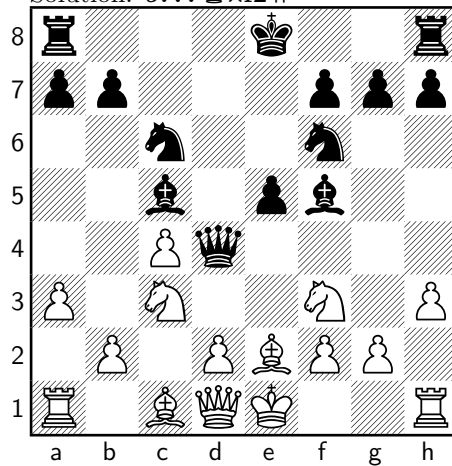
Black to move.

Solution: 8... ♔xf2#



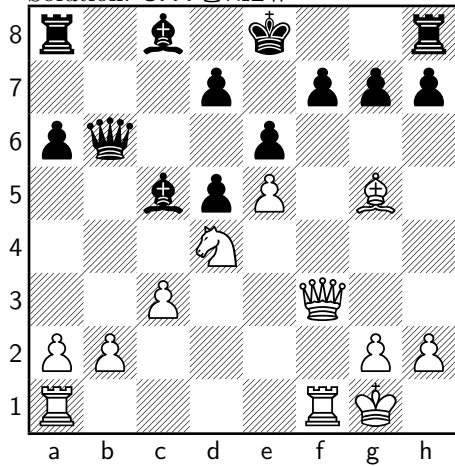
Black to move.

Solution: 9... ♔xf2#



Black to move.

Solution: 8... ♔xf2#

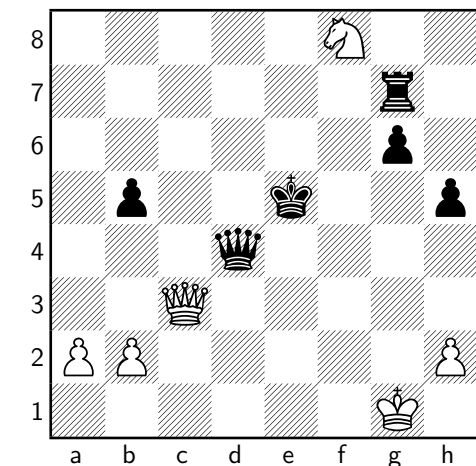


Black to move.

Solution: 9... ♔xf2#

1.6 Attraction

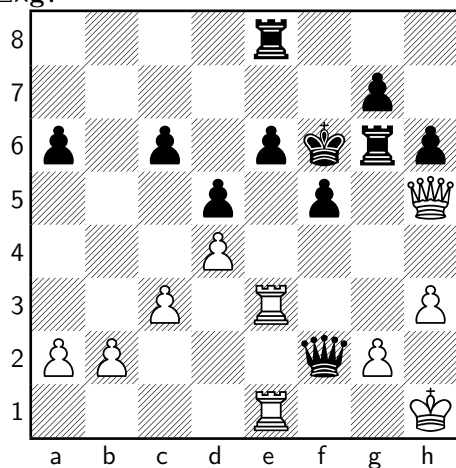
An exchange or sacrifice encouraging or forcing an opponent piece to a square that allows a follow-up tactic.



White to move.

Solution: 49 ♖xd4+ ♕xd4 50 ♘e6+ ♕e5 51

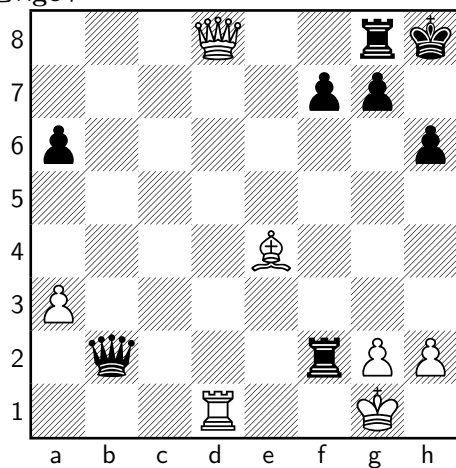
♘xg7



White to move.

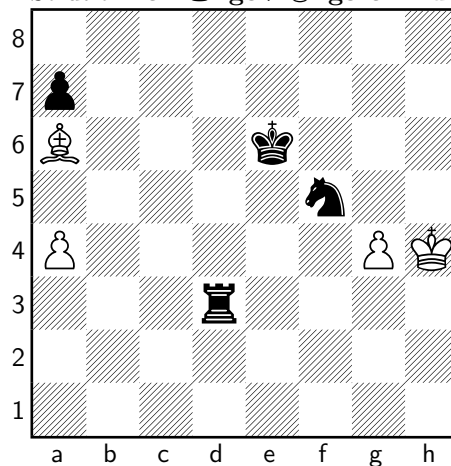
Solution: 30 ♖xe6+ ♖xe6 31 ♖xe6+ ♕xe6 32

♖xg6+



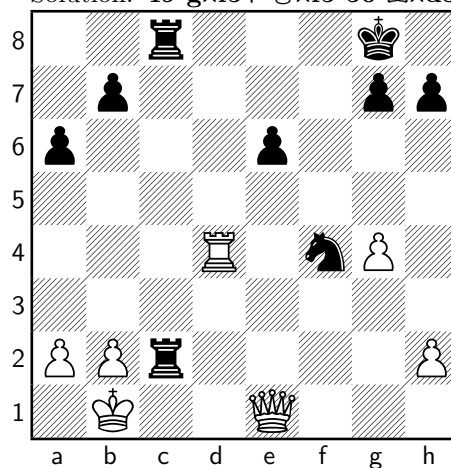
White to move.

Solution: 31 ♖xg8+ ♕xg8 32 ♖d8#



White to move.

Solution: 49 gxf5+ ♕xf5 50 ♖xd3+

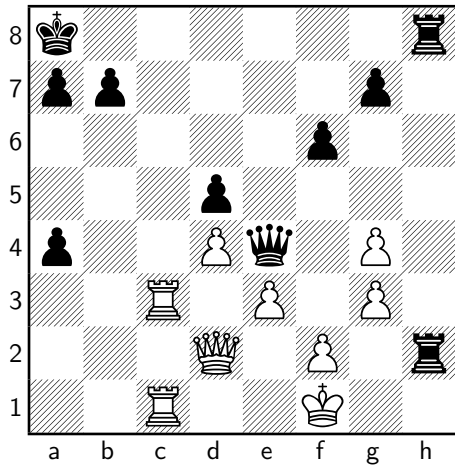


Black to move.

Solution: 29... ♖c1+ 30 ♖xc1 ♖xc1+ 31 ♕xc1 ♘e2+ 32 ♕d2 ♘xd4

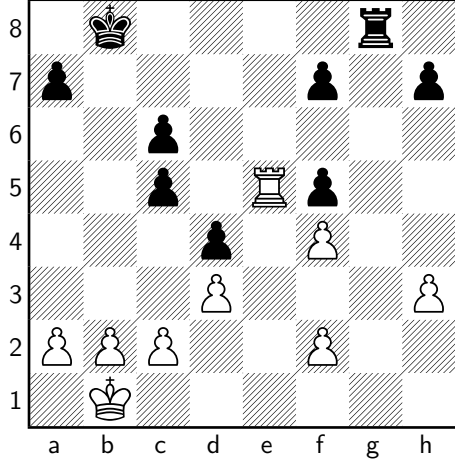
1.7 Back rank mate

Checkmate the king on the home rank, when it is trapped there by its own pieces.



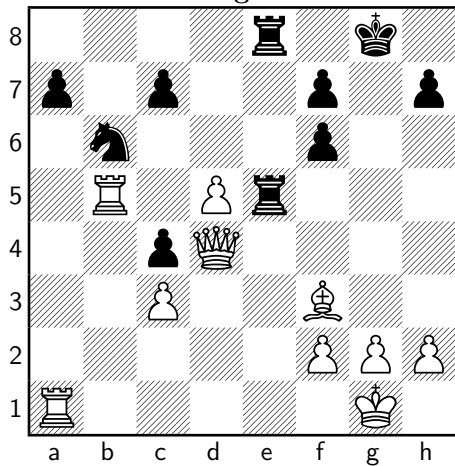
White to move.

Solution: 30 ♖c8+ ♜xc8 31 ♜xc8#



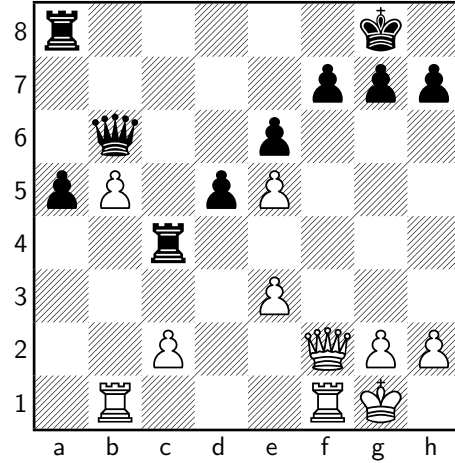
Black to move.

Solution: 22... ♜g1+ 23 ♜e1 ♜xe1#



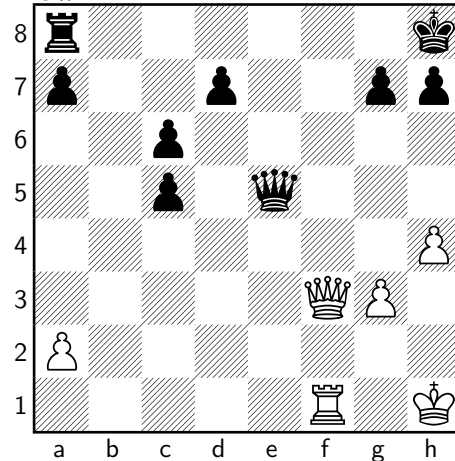
Black to move.

Solution: 19... ♜e1+ 20 ♜xe1 ♜xe1#



White to move.

Solution: 26 ♜xf7+ ♜h8 27 ♜f8+ ♜xf8 28 ♜xf8#

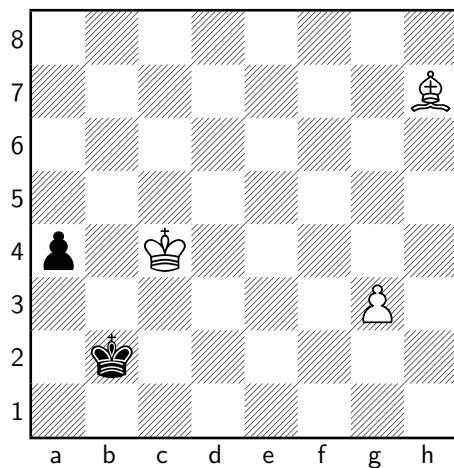


White to move.

Solution: 28 ♜f8+ ♜xf8 29 ♜xf8#

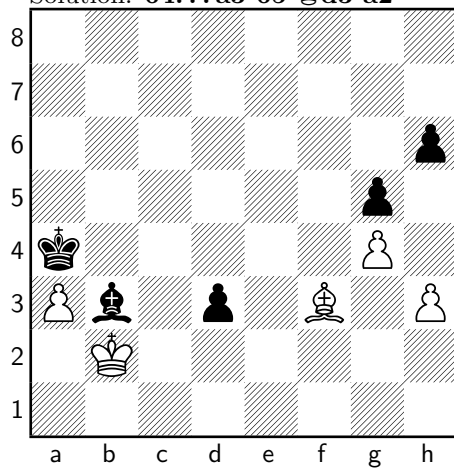
1.8 Bishop endgame

An endgame with only bishops and pawns.



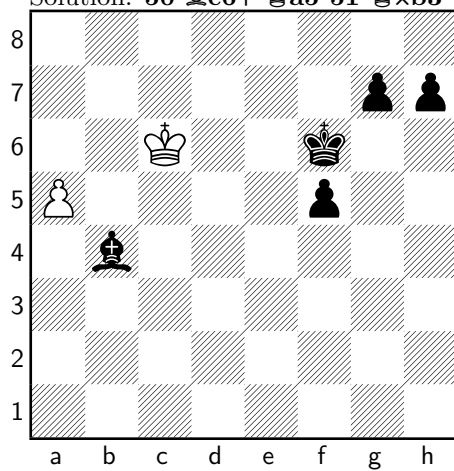
Black to move.

Solution: 64...a3 65 ♖d3 a2



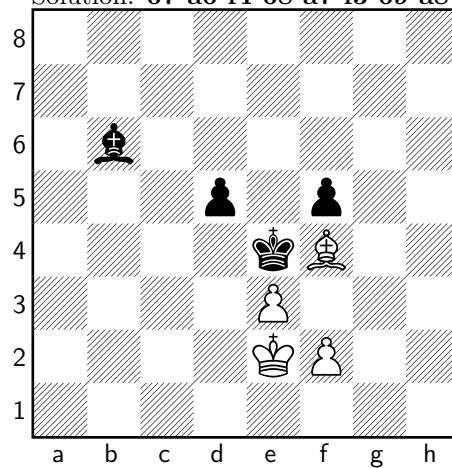
White to move.

Solution: 50 ♖c6+ ♔a5 51 ♖×b3



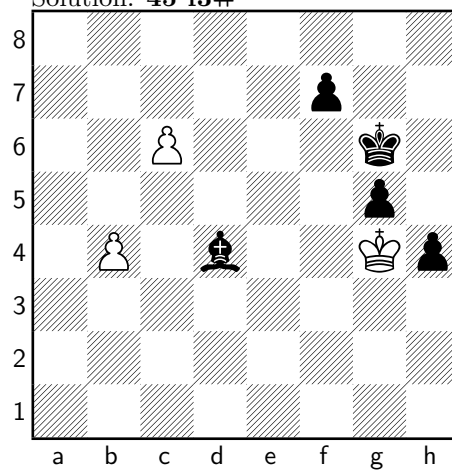
White to move.

Solution: 67 a6 f4 68 a7 f3 69 a8 ♔



White to move.

Solution: 45 f3#

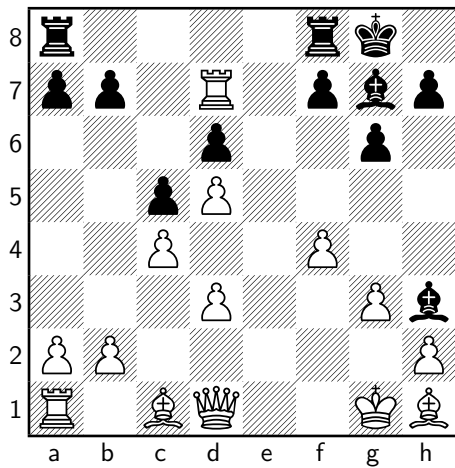


White to move.

Solution: 50 c7 f5+ 51 ♖f3

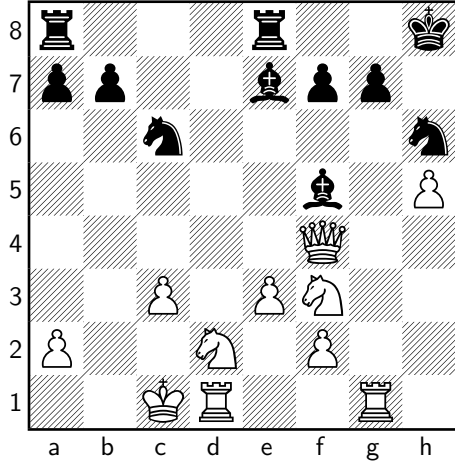
1.9 Boden's mate

Two attacking bishops on criss-crossing diagonals deliver mate to a king obstructed by friendly pieces.



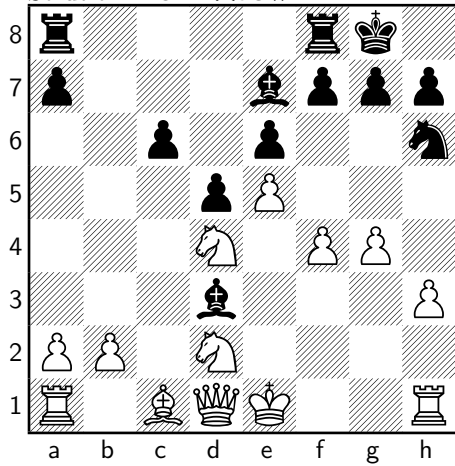
Black to move.

Solution: 17... ♗d4+ 18 ♗e3 ♗xe3#



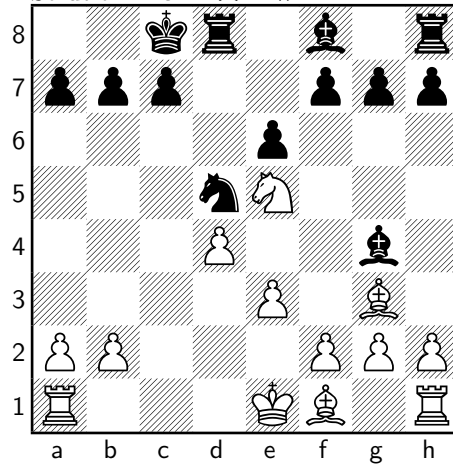
Black to move.

Solution: 20... ♗a3#



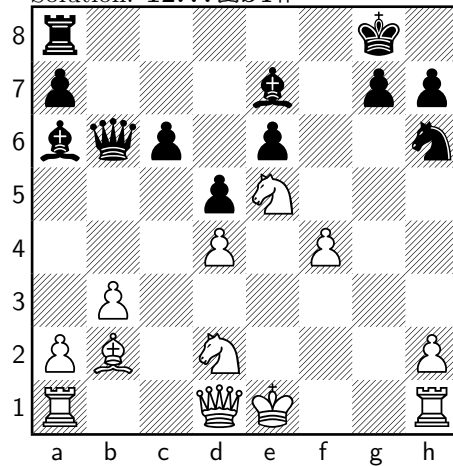
Black to move.

Solution: 15... ♗h4#



Black to move.

Solution: 12... ♗b4#

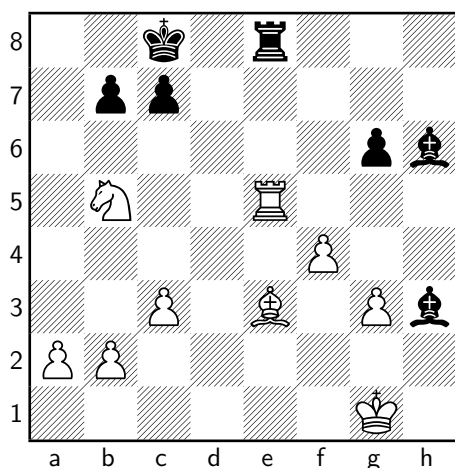


Black to move.

Solution: 15... ♗h4#

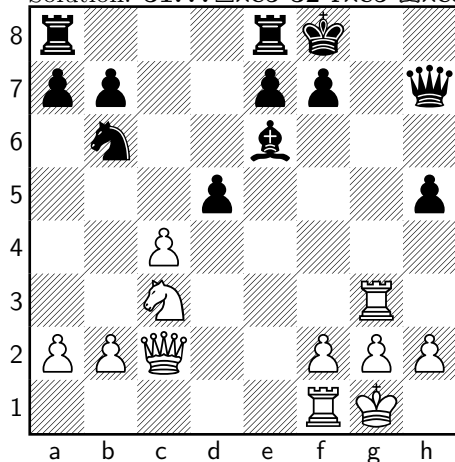
1.10 Capture the defender

Removing a piece that is critical to defence of another piece, allowing the now undefended piece to be captured on a following move.



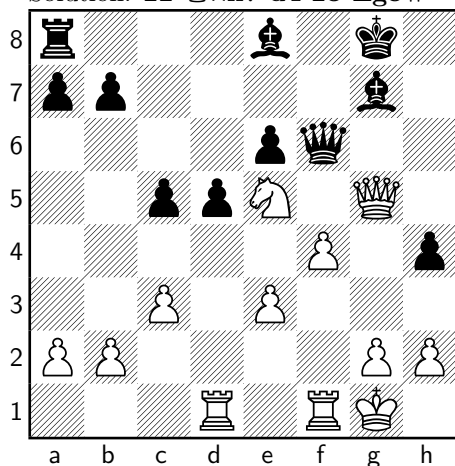
Black to move.

Solution: 31... ♖xe5 32 fxe5 ♜xe3+



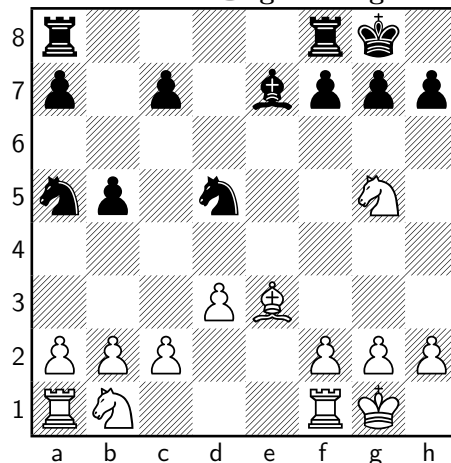
White to move.

Solution: 22 ♙xh7 d4 23 ♖g8#



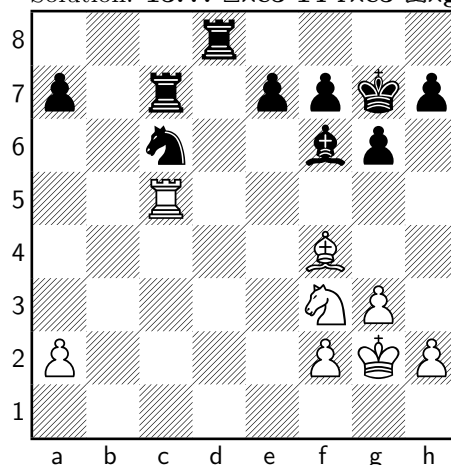
Black to move.

Solution: 22... ♙xg5 23 f×g5 ♜xe5



Black to move.

Solution: 13... ♜xe3 14 f×e3 ♜xg5

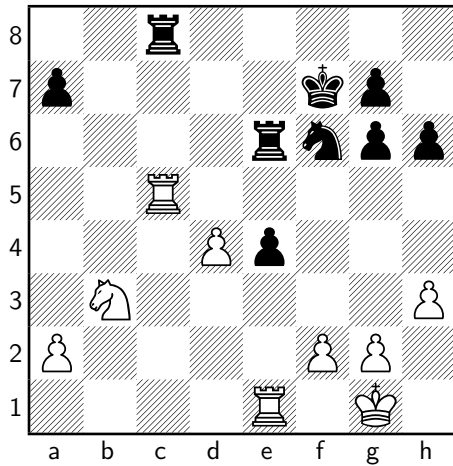


White to move.

Solution: 24 ♜xc7 ♖d3 25 ♖xc6

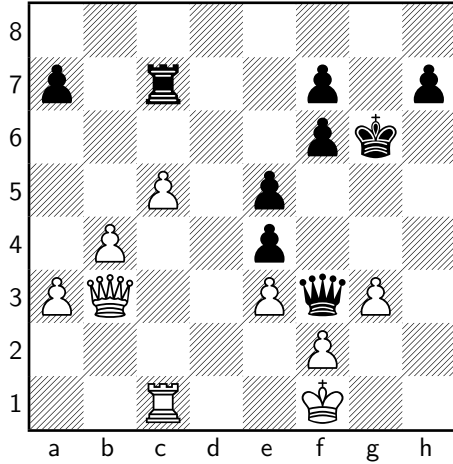
1.11 Crushing

Spot the opponent blunder to obtain a crushing advantage. (eval 600cp)



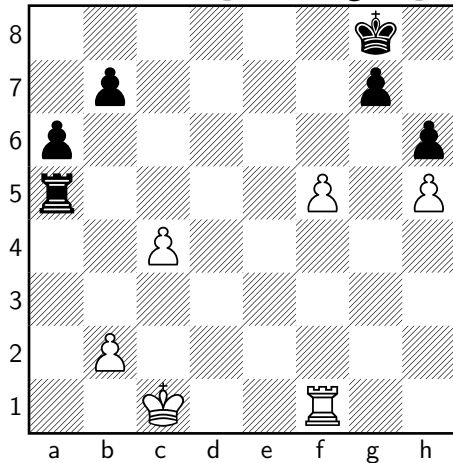
White to move.

Solution: 28 ♖xc8



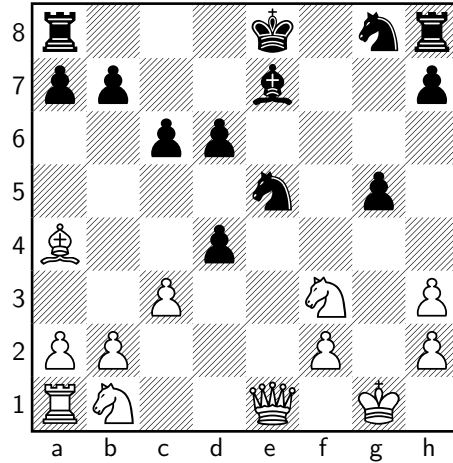
Black to move.

Solution: 35... ♔h1+ 36 ♕e2 ♖xc1



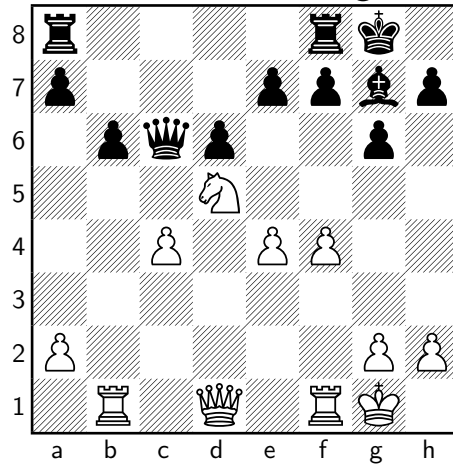
Black to move.

Solution: 33... ♖a1+ 34 ♕c2 ♖xf1



Black to move.

Solution: 16... ♖xf3+ 17 ♕f1 ♖xe1

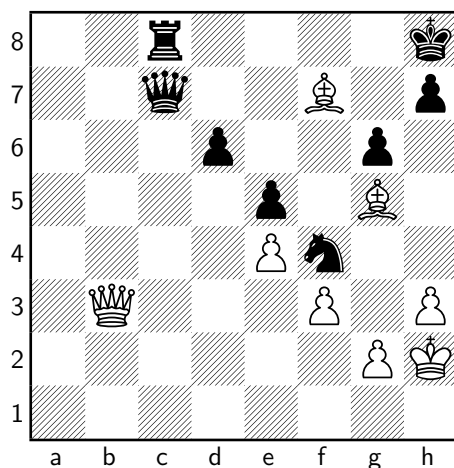


White to move.

Solution: 16 ♖xe7+ ♕h8 17 ♖xc6

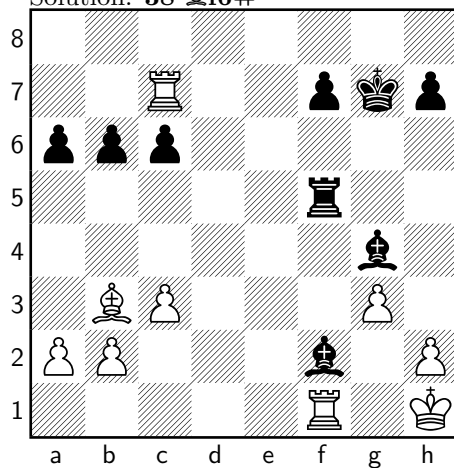
1.12 Double bishop mate

Two attacking bishops on adjacent diagonals deliver mate to a king obstructed by friendly pieces.



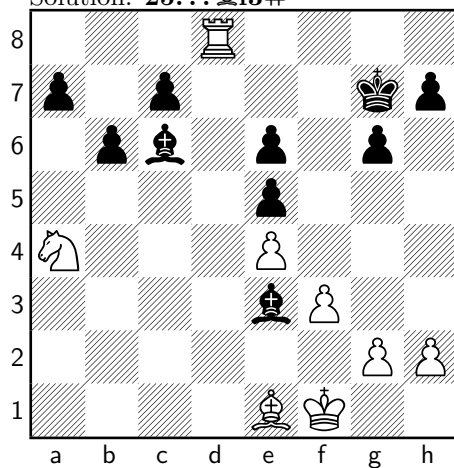
White to move.

Solution: 38 ♗f6#



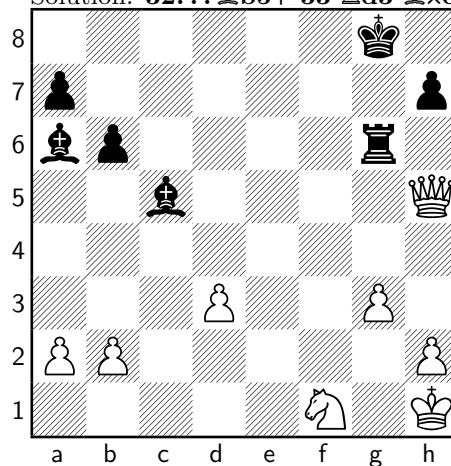
Black to move.

Solution: 25... ♗f3#



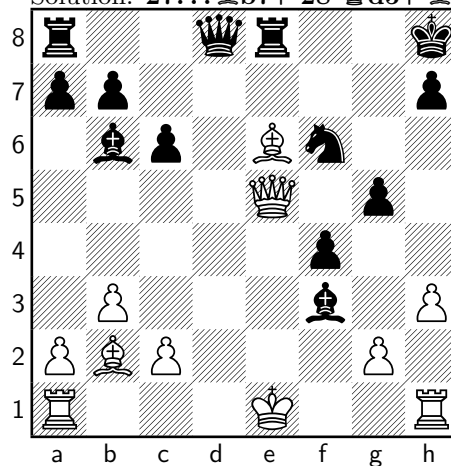
Black to move.

Solution: 32... ♗b5+ 33 ♖d3 ♗xg3#



Black to move.

Solution: 27... ♗b7+ 28 ♖d5+ ♗xg5#

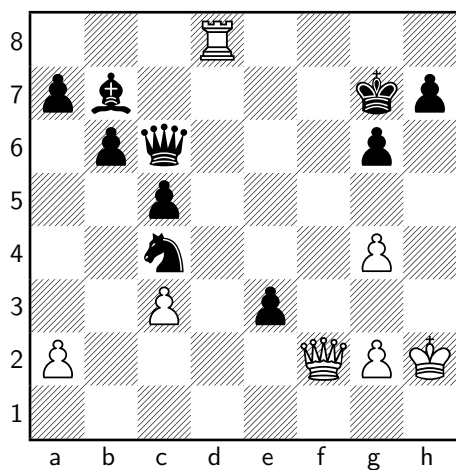


White to move.

Solution: 20 ♖xg6+ ♖xg6 21 ♗xg6#

1.13 Dovetail mate

A queen delivers mate to an adjacent king, whose only two escape squares are obstructed by friendly pieces.

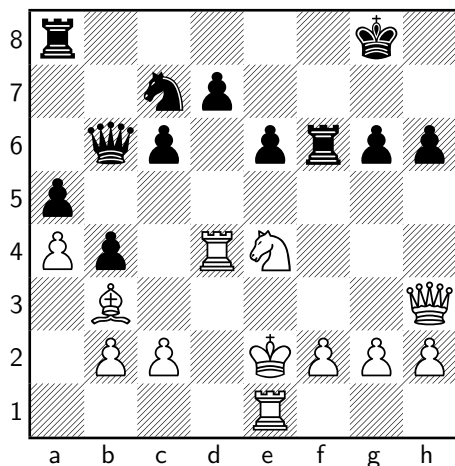


White to move.

Solution: 42 ♕f8#

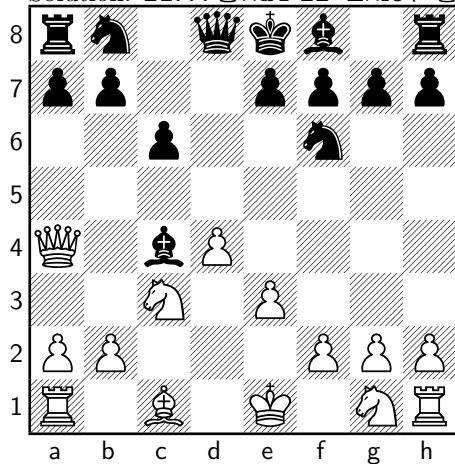
1.14 Equality

Come back from a losing position, and secure a draw or a balanced position. (eval 200cp)



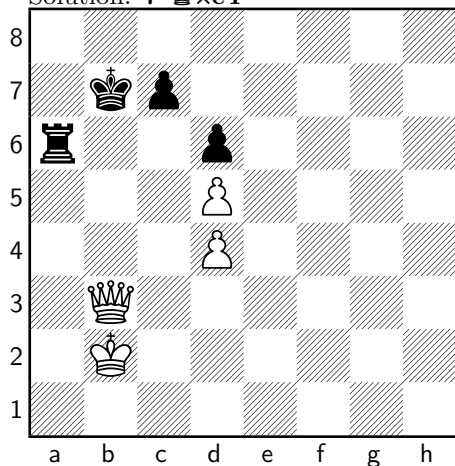
Black to move.

Solution: 21... ♕×d4 22 ♖×f6+ ♕×f6



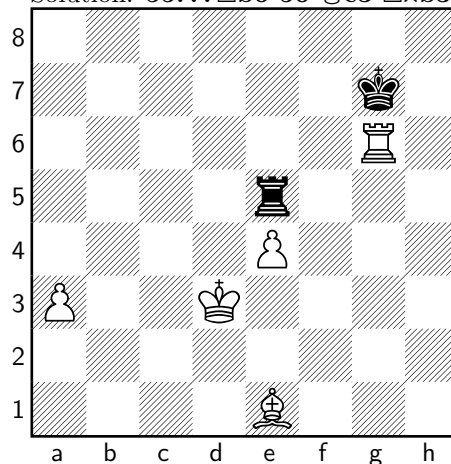
White to move.

Solution: 7 ♕×c4



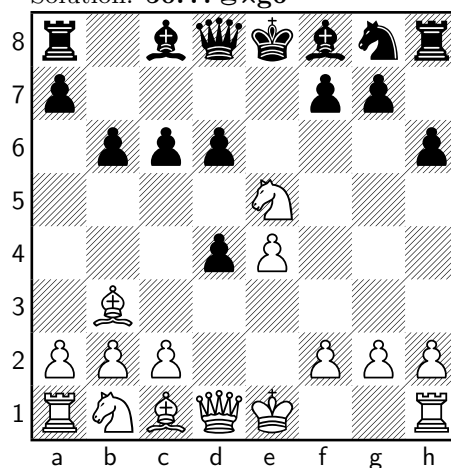
Black to move.

Solution: 55... ♖b6 56 ♔c3 ♖×b3+



Black to move.

Solution: 50... ♔×g6

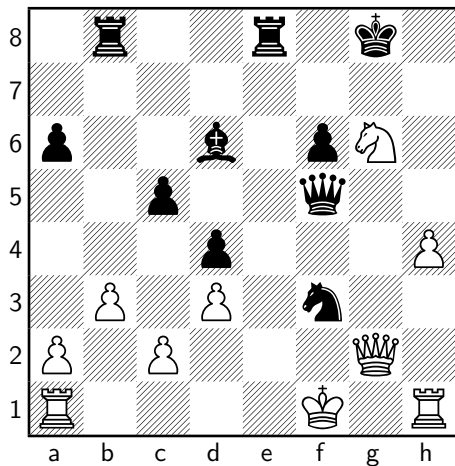


Black to move.

Solution: 9... d×e5

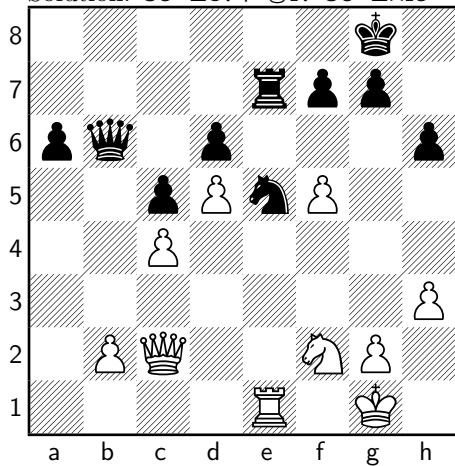
1.15 Kingside attack

An attack of the opponent's king, after they castled on the king side.



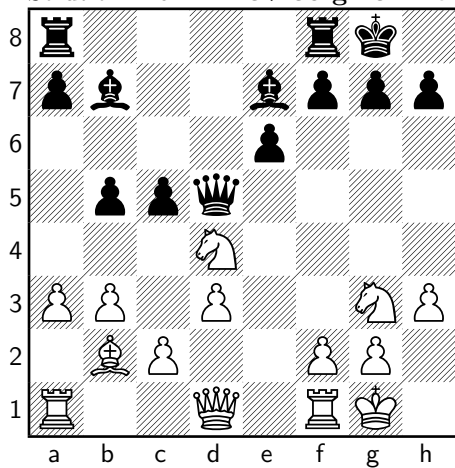
White to move.

Solution: 35 ♖e7+ ♔f7 36 ♘xf5



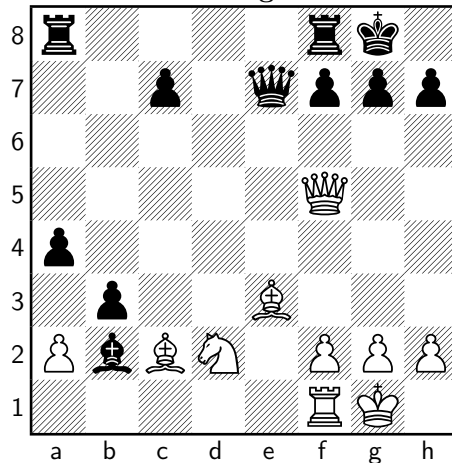
Black to move.

Solution: 29... ♘f3+ 30 gxf3 ♙xe1+



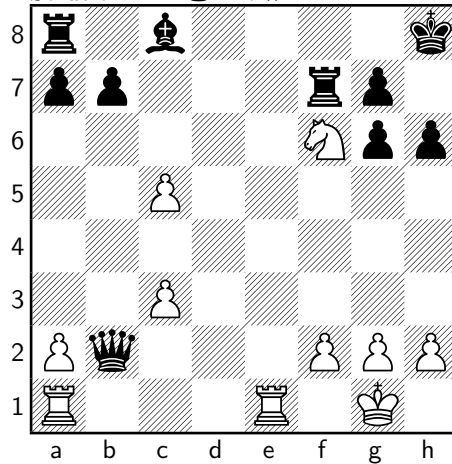
Black to move.

Solution: 14... ♙xg2#



White to move.

Solution: 22 ♙xh7#

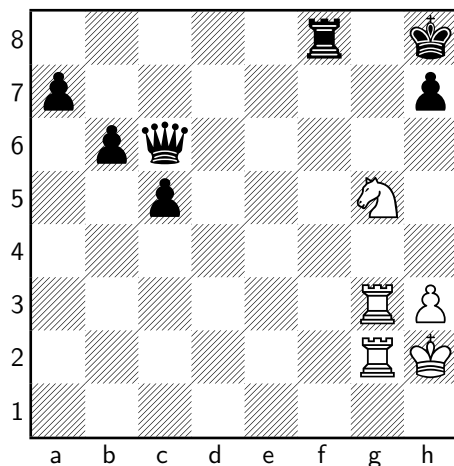


White to move.

Solution: 24 ♙e8+ ♙f8 25 ♙xf8#

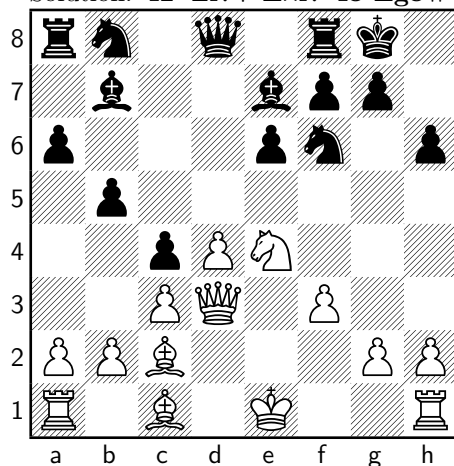
1.16 Clearance

A move, often with tempo, that clears a square, file or diagonal for a follow-up tactical idea.



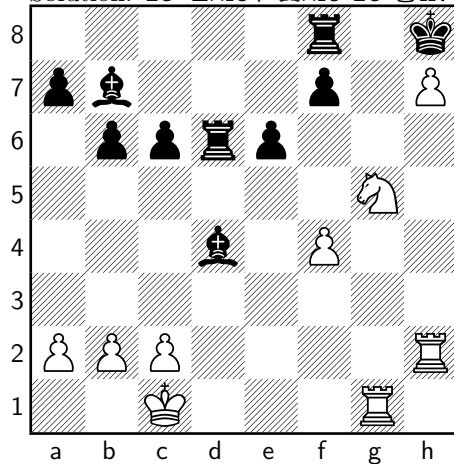
White to move.

Solution: 42 ♖f7+ ♜xf7 43 ♜g8#



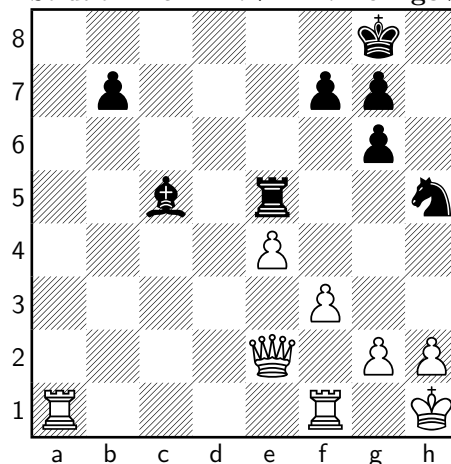
White to move.

Solution: 15 ♖xf6+ ♜xf6 16 ♜h7#



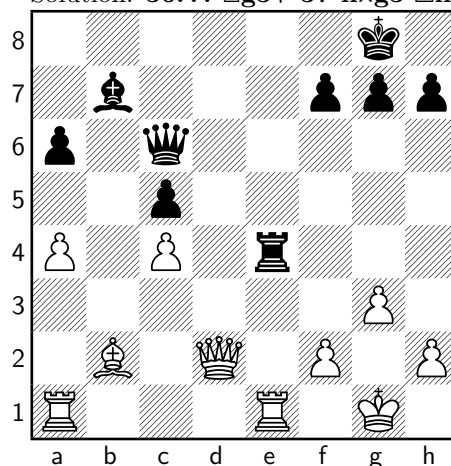
White to move.

Solution: 25 ♖xf7+ ♜xf7 26 ♜g8#



Black to move.

Solution: 36... ♖g3+ 37 h×g3 ♜h5#

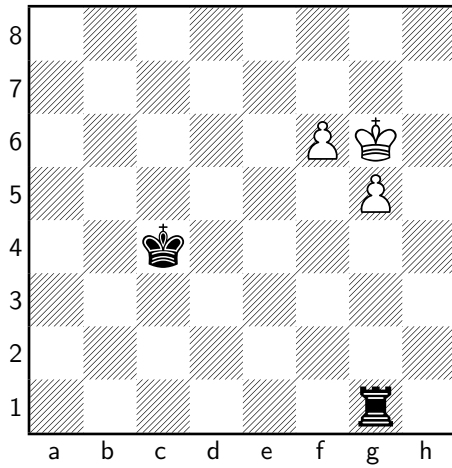


Black to move.

Solution: 31... ♜xe1+ 32 ♜xe1 ♜h1#

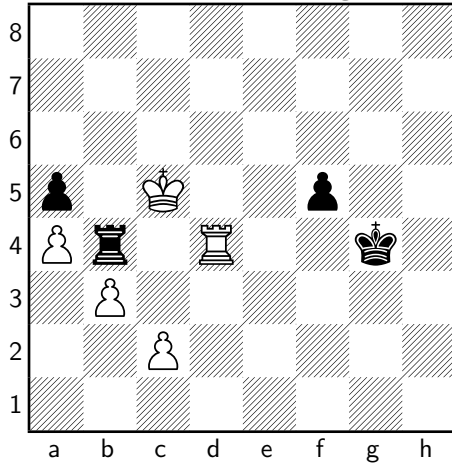
1.17 Defensive move

A precise move or sequence of moves that is needed to avoid losing material or another advantage.



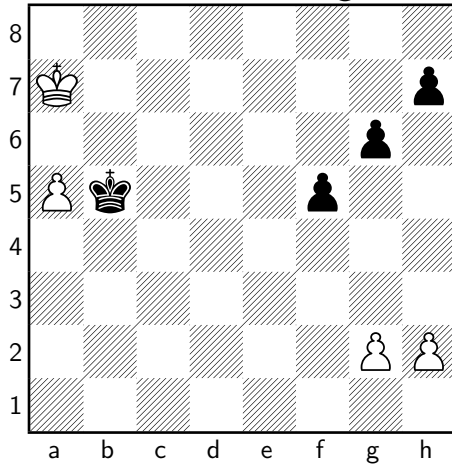
White to move.

Solution: 80 f7 ♖f1 81 ♔g7



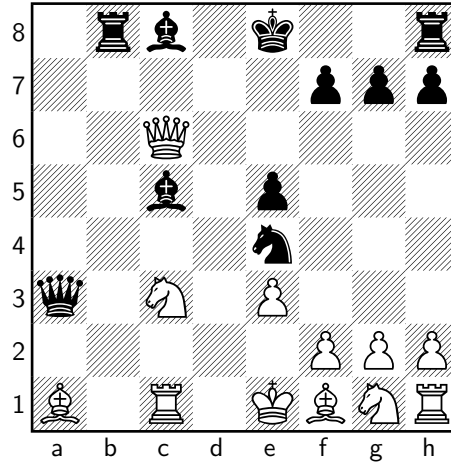
Black to move.

Solution: 39... ♖xd4 40 ♔xd4 f4



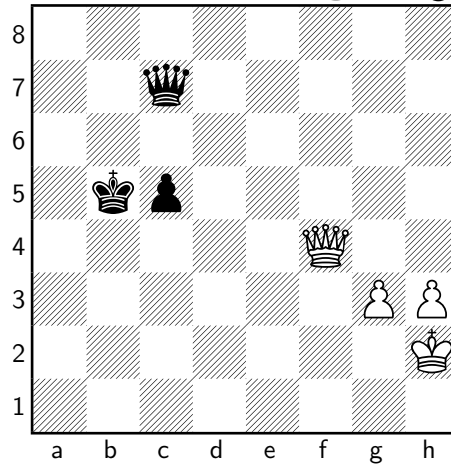
White to move.

Solution: 42 a6 ♔c6 43 ♔b8



Black to move.

Solution: 16... ♔d7 17 ♔xd7+ ♔xd7

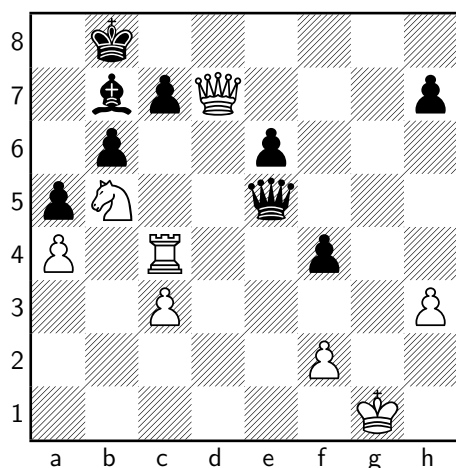


Black to move.

Solution: 45... ♔xf4 46 gxf4 c4

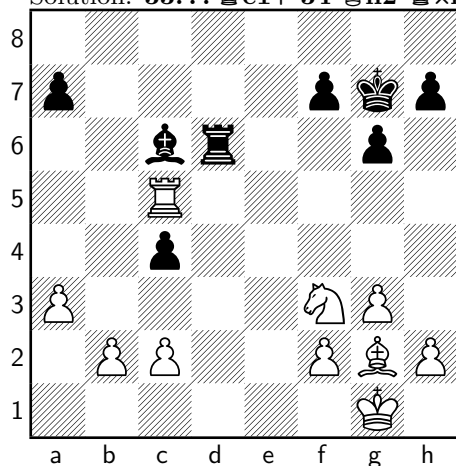
1.18 Deflection

A move that distracts an opponent piece from another duty that it performs, such as guarding a key square. Sometimes also called "overloading".



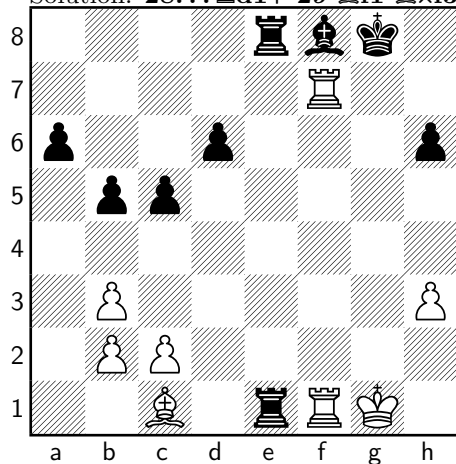
Black to move.

Solution: 33... ♖e1+ 34 ♘h2 ♙xf2#



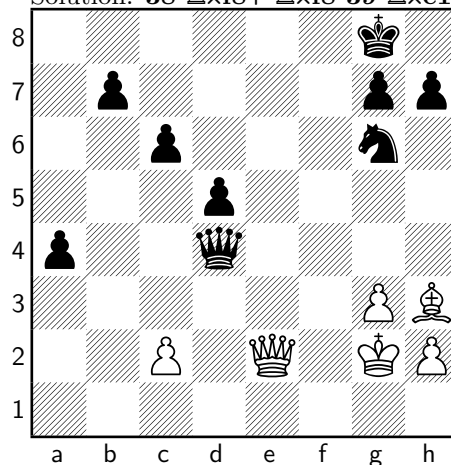
Black to move.

Solution: 28... ♖d1+ 29 ♙f1 ♙xf3



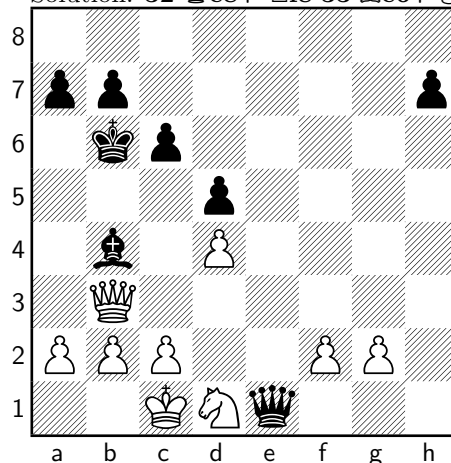
White to move.

Solution: 38 ♙xf8+ ♙xf8 39 ♙xe1



White to move.

Solution: 32 ♙e8+ ♙f8 33 ♙e6+ ♙h8 34 ♙xf8#

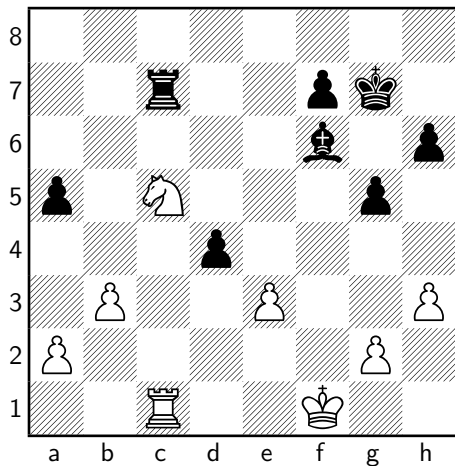


Black to move.

Solution: 26... ♙d2+ 27 ♙b1 ♙xd1#

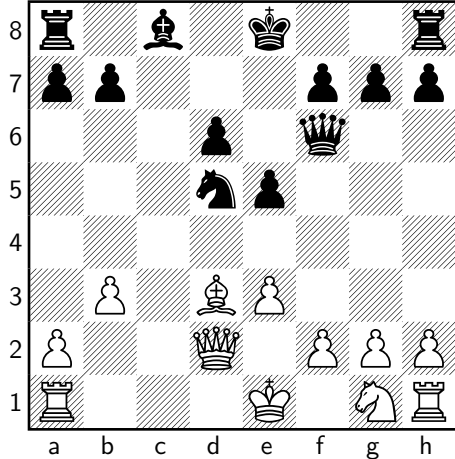
1.19 Discovered attack

Moving a piece (such as a knight), that previously blocked an attack by a long range piece (such as a rook), out of the way of that piece.



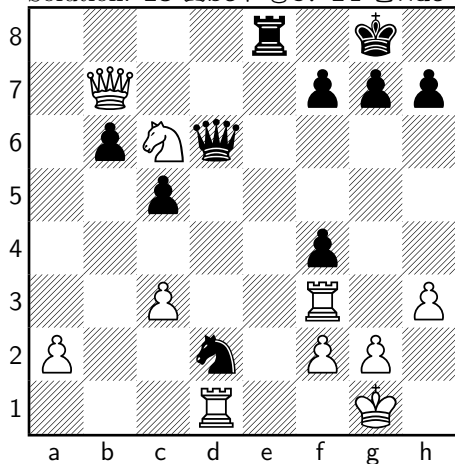
White to move.

Solution: 30 $\text{Nc5} \times \text{f6}+$ 31 $\text{Rc1} \times \text{c7}+$



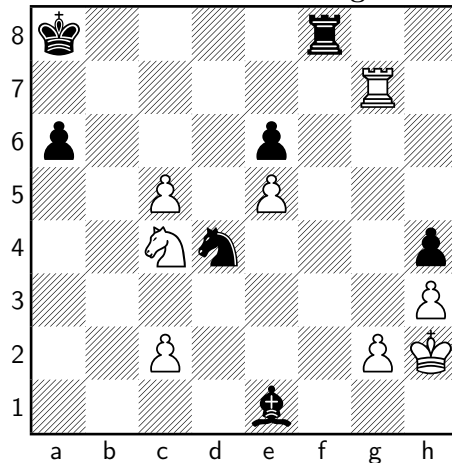
White to move.

Solution: 13 $\text{Qd2} \times \text{e6}+$ 14 $\text{Qd5} \times \text{c7}+$



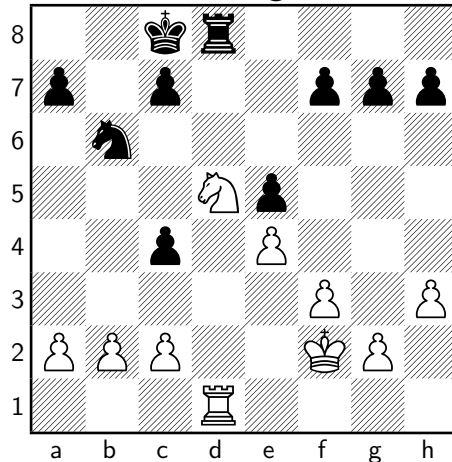
Black to move.

Solution: 27... $\text{Nf3} \times \text{f3}+$ 28 gxf3 29 $\text{Kxd1}+$



White to move.

Solution: 39 $\text{Qb6} \times \text{b8}$ 40 $\text{Nd7} \times \text{c7}$ 41 $\text{Qxf8}+$

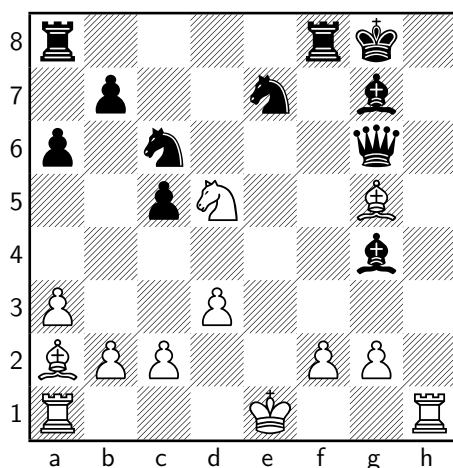


White to move.

Solution: 21 $\text{Qe7} \times \text{b7}$ 22 Rxd8

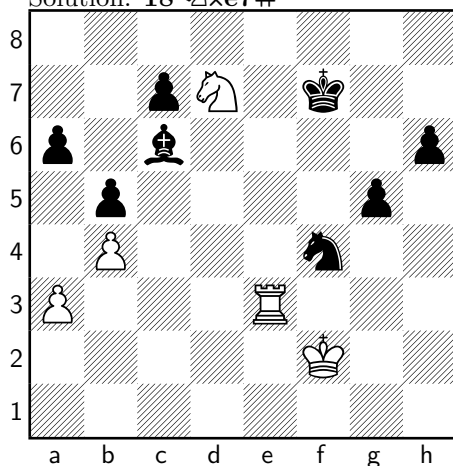
1.20 Double check

Checking with two pieces at once, as a result of a discovered attack where both the moving piece and the unveiled piece attack the opponent's king.



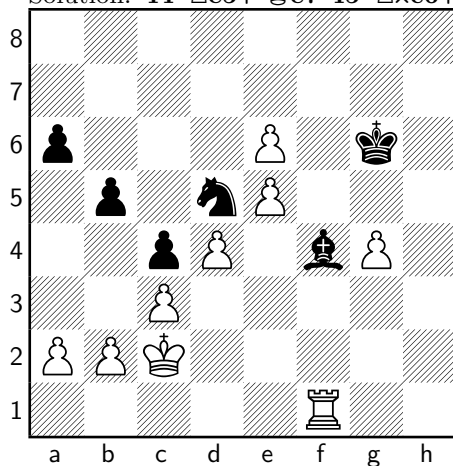
White to move.

Solution: 18. Qxe7#



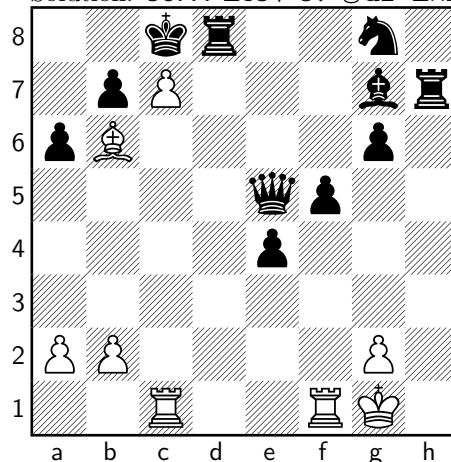
White to move.

Solution: 44. Qe5+ 45. Qxc6+



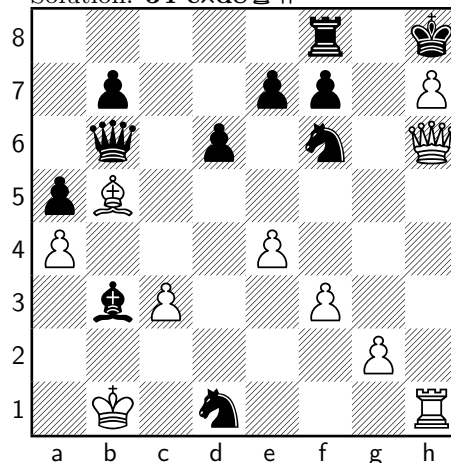
Black to move.

Solution: 36... Qe3+ 37. Qd2 Qxf1+



White to move.

Solution: 34. cxd8#

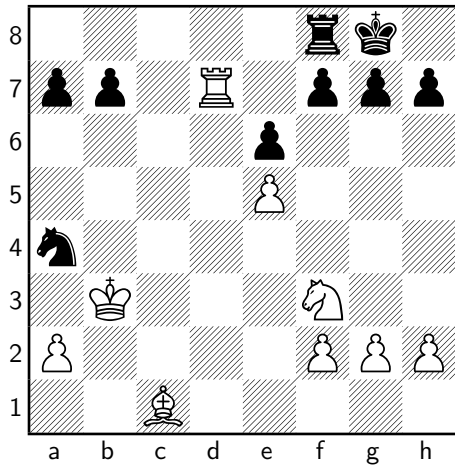


White to move.

Solution: 22. Rxf8+ 23. hxc6#

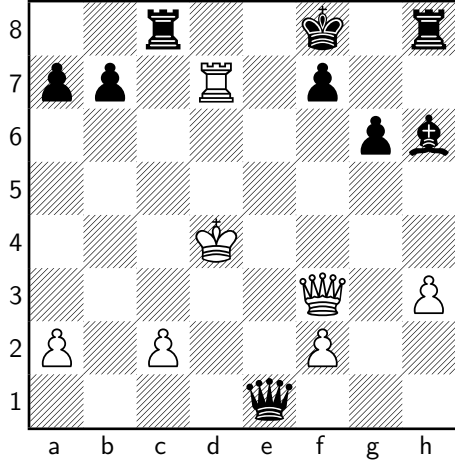
1.21 Endgame

A tactic during the last phase of the game.



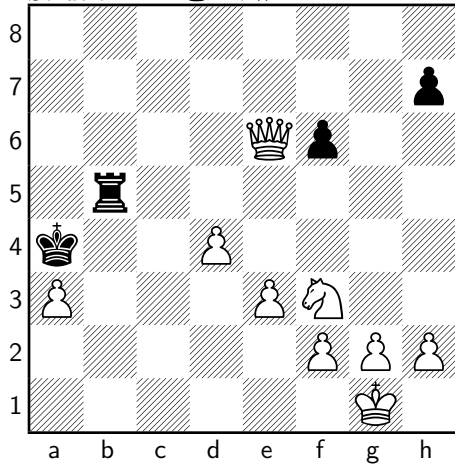
Black to move.

Solution: 21... ♖c5+ 22 ♔b2 ♜xd7



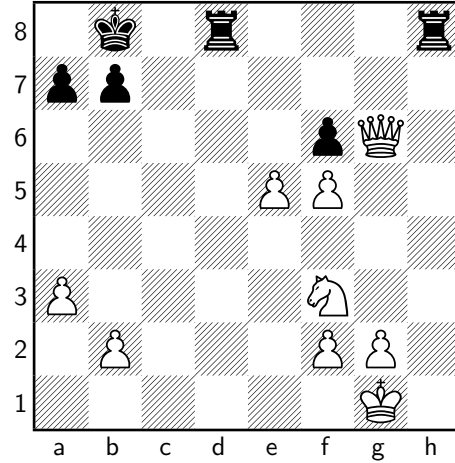
White to move.

Solution: 24 ♙xf7#



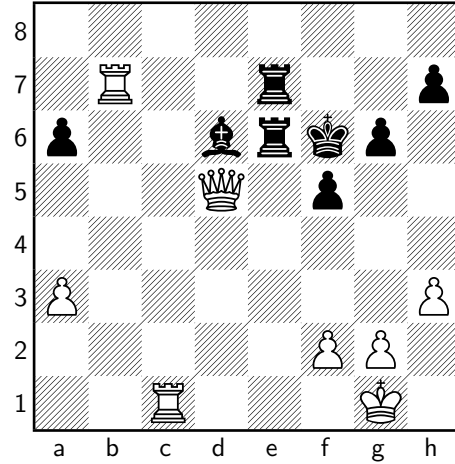
Black to move.

Solution: 33... ♜b1+ 34 ♔e1 ♜xe1#



Black to move.

Solution: 27... ♜d1+ 28 ♔e1 ♜xe1#

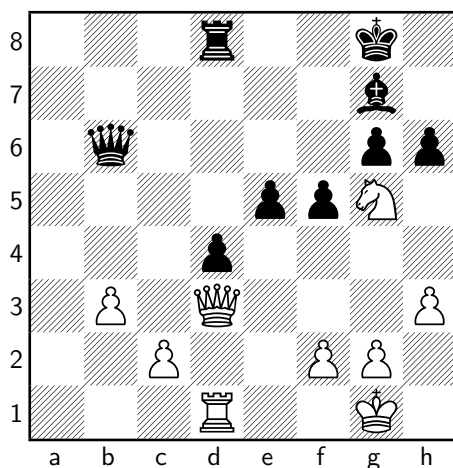


Black to move.

Solution: 37... ♜e1+ 38 ♔e1 ♜xe1#

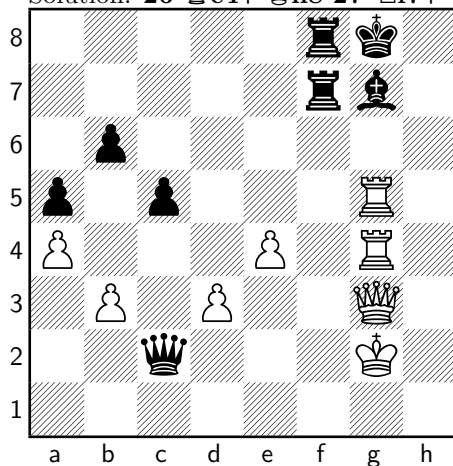
1.22 Exposed king

A tactic involving a king with few defenders around it, often leading to checkmate.



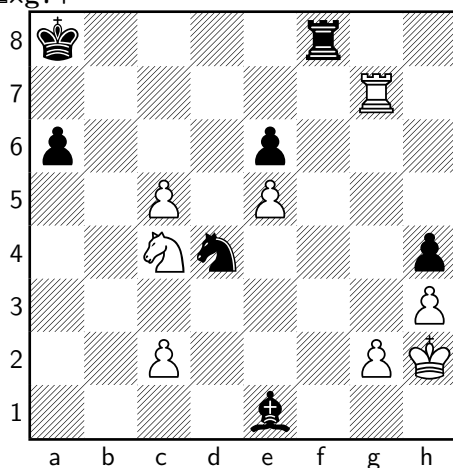
White to move.

Solution: 26 ♖c4+ ♜h8 27 ♘f7+ ♜h7 28 ♘xd8



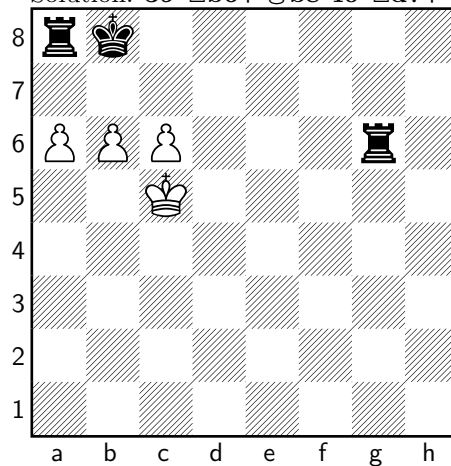
White to move.

Solution: 47 ♜h3 ♜b1 48 ♖xg7+ ♜xg7 49 ♖xg7+



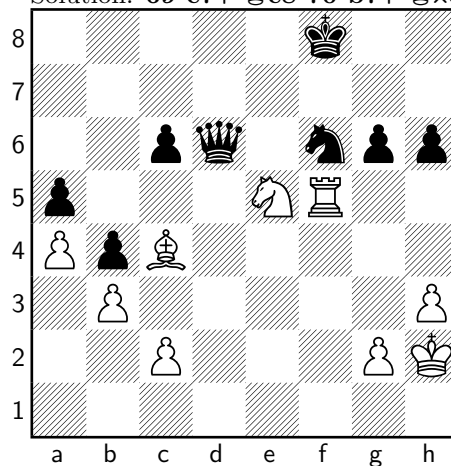
White to move.

Solution: 39 ♘b6+ ♜b8 40 ♘d7+ ♜c7 41 ♘xf8+



White to move.

Solution: 69 c7+ ♜c8 70 b7+ ♜xc7 71 bxa8 ♜

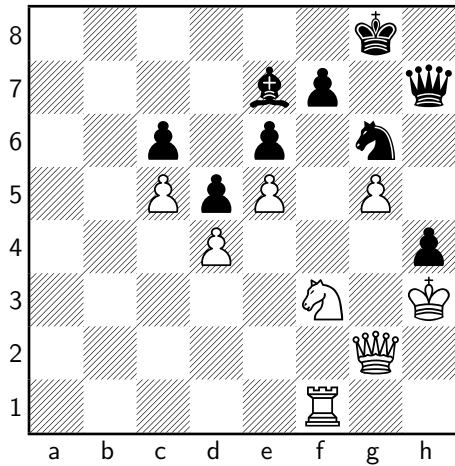


White to move.

Solution: 38 ♖xf6+ ♜xf6 39 ♘d7+ ♜e7 40 ♘xf6

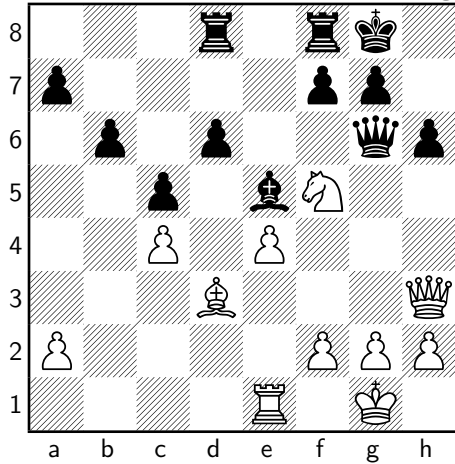
1.23 Fork

A move where the moved piece attacks two opponent pieces at once.



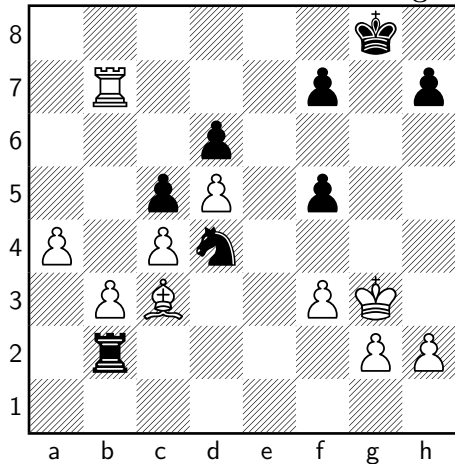
Black to move.

Solution: 37... ♖f4+ 38 ♗h2 ♖xg2



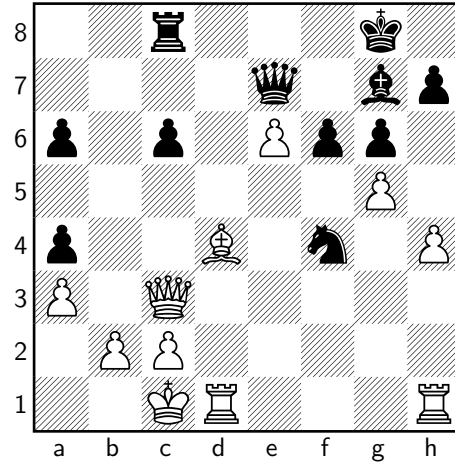
White to move.

Solution: 27 ♖e7+ ♗h7 28 ♖xg6



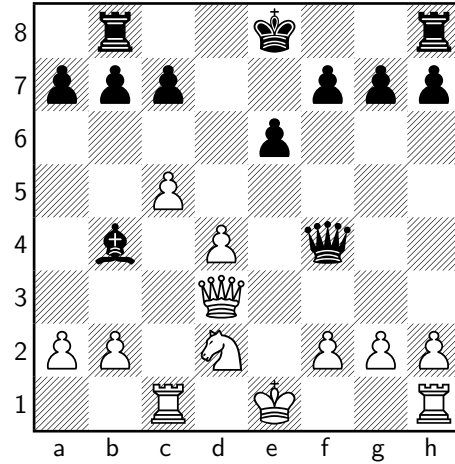
Black to move.

Solution: 36... ♖e2+ 37 ♗h4 ♖xc3



Black to move.

Solution: 27... ♖e2+ 28 ♗b1 ♖xc3+

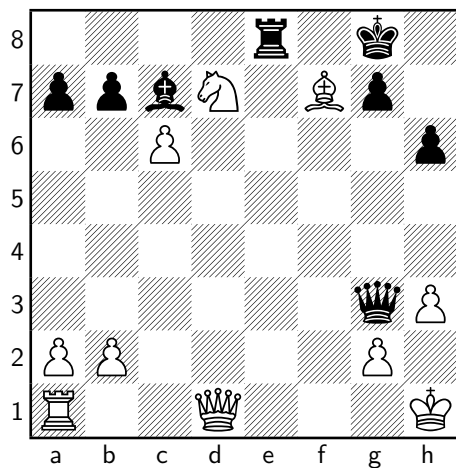


White to move.

Solution: 15 ♗b5+ c6 16 ♗xb4

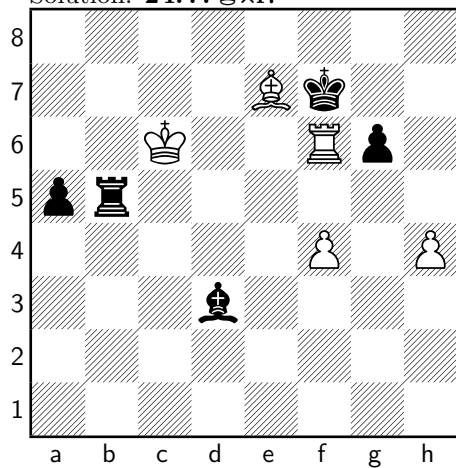
1.24 Hanging piece

A tactic involving an opponent piece being undefended or insufficiently defended and free to capture.



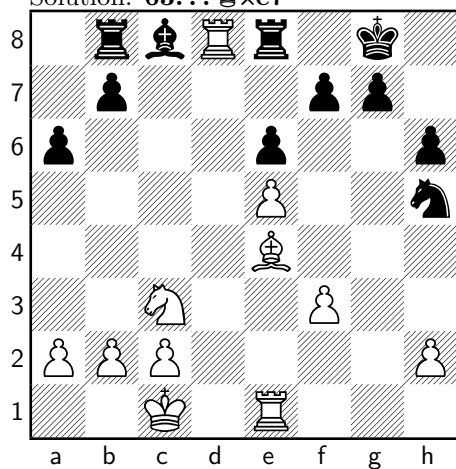
Black to move.

Solution: 24... ♔xf7



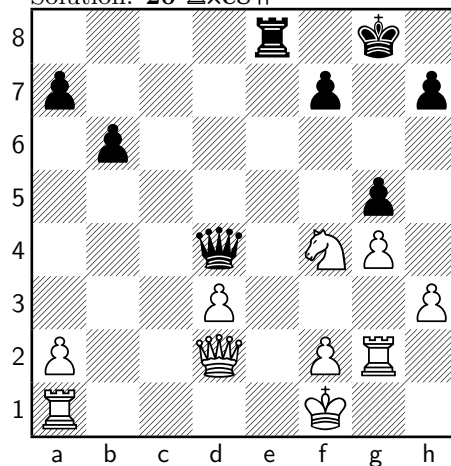
Black to move.

Solution: 63... ♔xe7



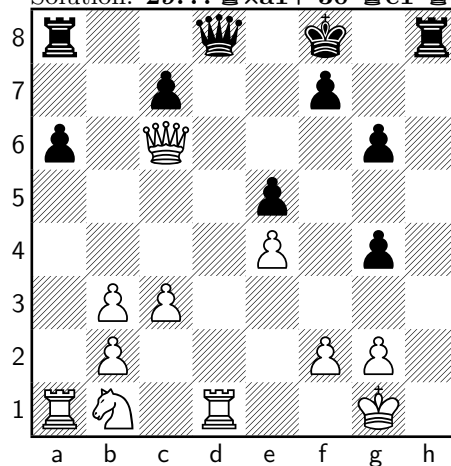
White to move.

Solution: 20 ♖xe8#



Black to move.

Solution: 29... ♖xa1+ 30 ♖e1 ♖xe1#

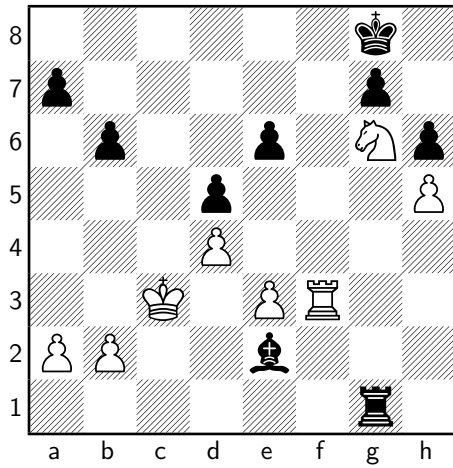


Black to move.

Solution: 19... ♖xd1#

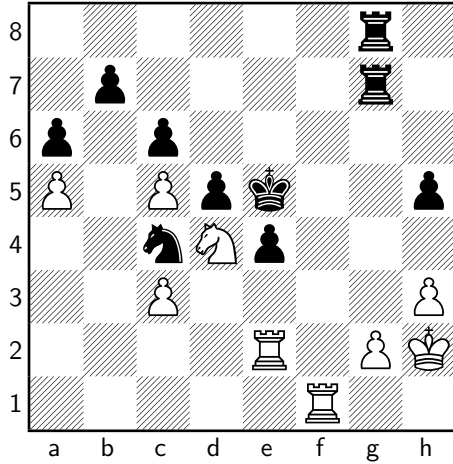
1.25 Hook mate

Checkmate with a rook, knight, and pawn along with one enemy pawn to limit the enemy king's escape.



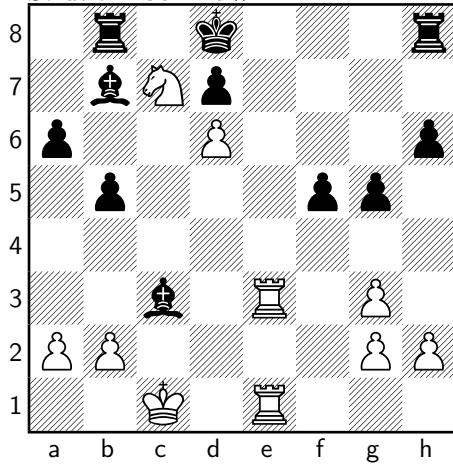
White to move.

Solution: 27 ♖f8+ ♔h7 28 ♘h8#



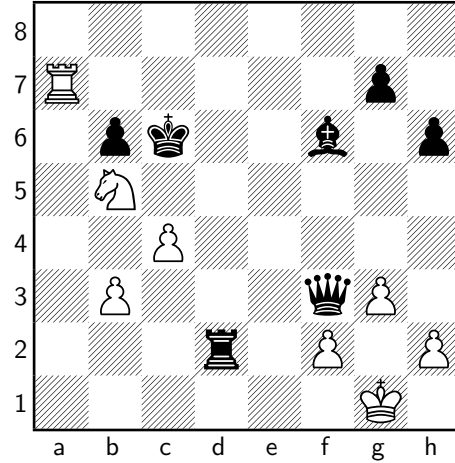
White to move.

Solution: 35 ♖f5#



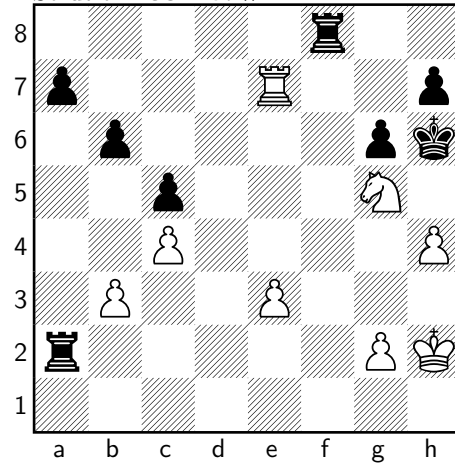
White to move.

Solution: 29 ♖e8+ ♖xe8 30 ♖xe8#



White to move.

Solution: 38 ♖c7#

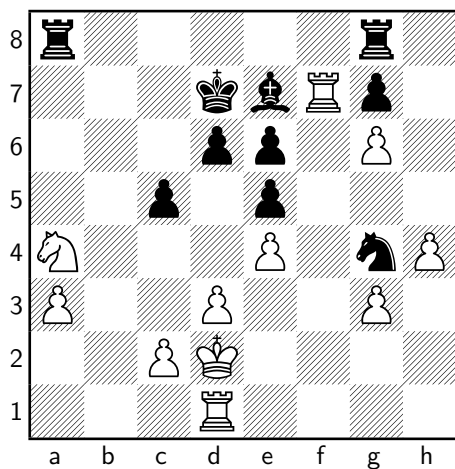


White to move.

Solution: 30 ♖xh7#

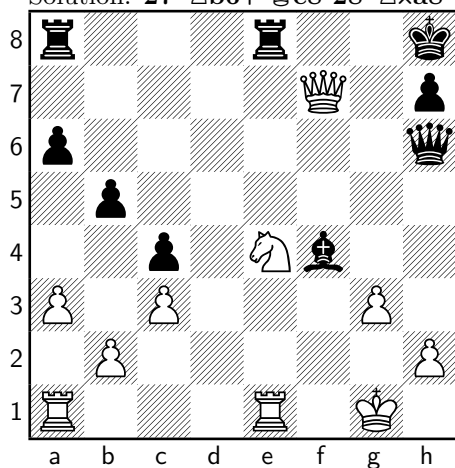
1.26 Interference

Moving a piece between two opponent pieces to leave one or both opponent pieces undefended, such as a knight on a defended square between two rooks.



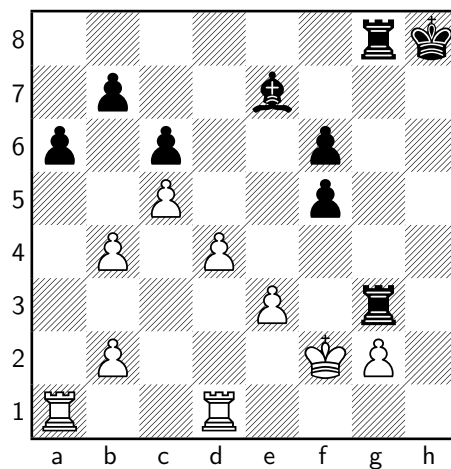
White to move.

Solution: 27 ♖b6+ ♕e8 28 ♖xa8



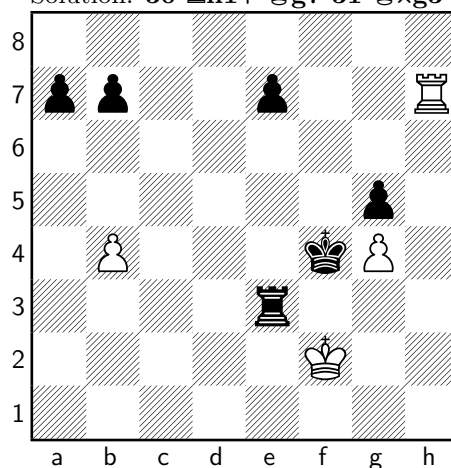
Black to move.

Solution: 25... ♜e3+ 26 ♕g2 ♜xe4



White to move.

Solution: 30 ♜h1+ ♕g7 31 ♕xg3

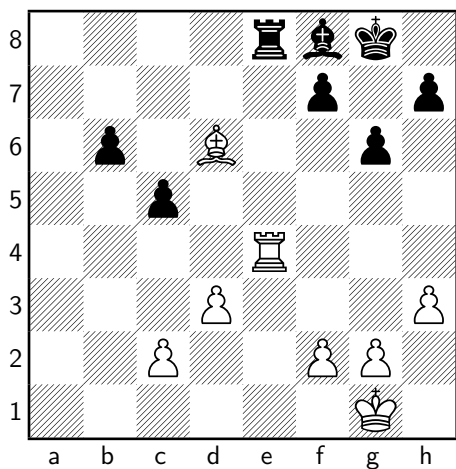


White to move.

Solution: 34 ♜f7+ ♕e4 35 ♜xe7+

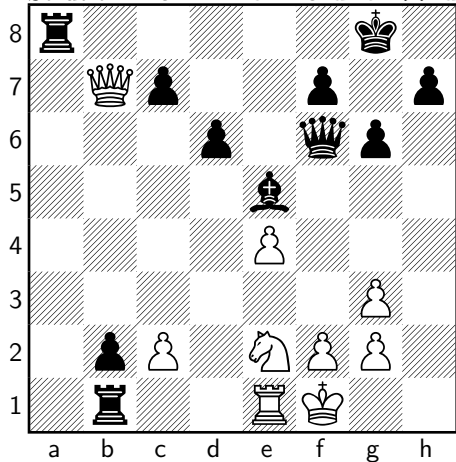
1.27 Intermezzo

Instead of playing the expected move, first interpose another move posing an immediate threat that the opponent must answer. Also known as "Zwischenzug" or "In between".



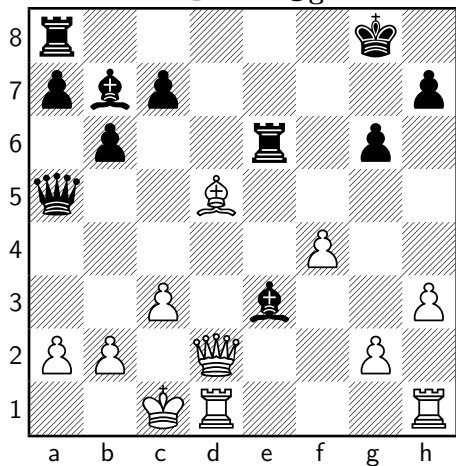
Black to move.

Solution: 25... ♖xe4 26 dxe4 ♗xd6



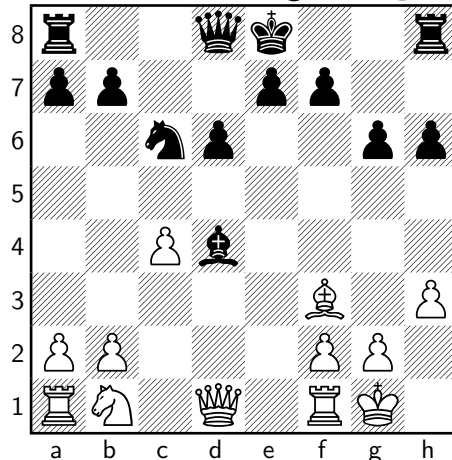
White to move.

Solution: 27 ♖xa8+ ♖g7 28 ♖xb1



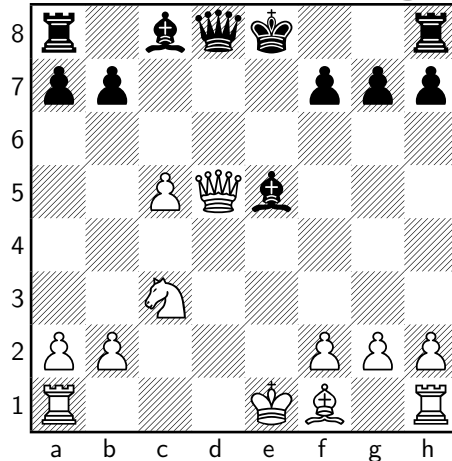
White to move.

Solution: 24 ♗xe6+ ♖h8 25 ♖xe3



White to move.

Solution: 13 ♗xc6+ bxc6 14 ♖xd4

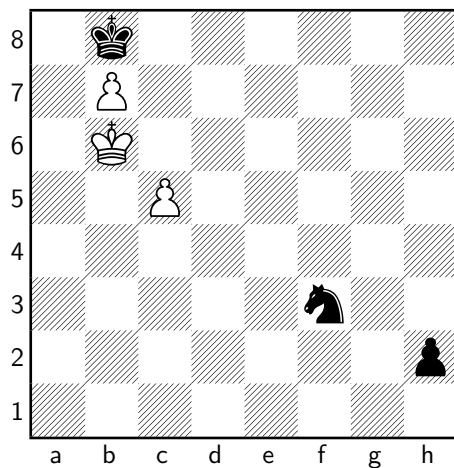


Black to move.

Solution: 12... ♗xc3+ 13 bxc3 ♖xd5

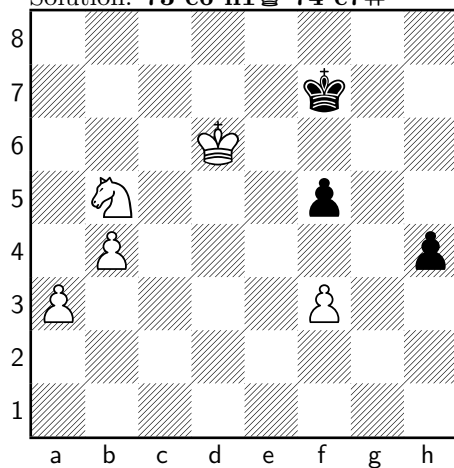
1.28 Knight endgame

An endgame with only knights and pawns.



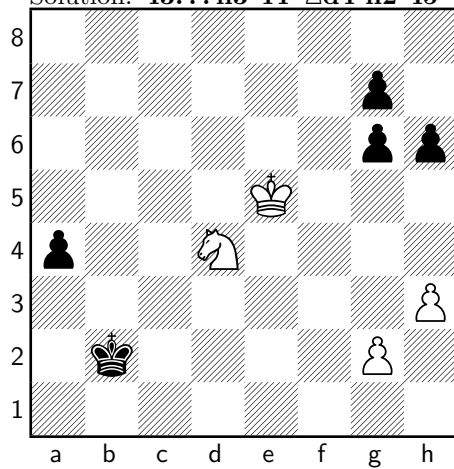
White to move.

Solution: **73 c6 h1**♔ **74 c7**♚



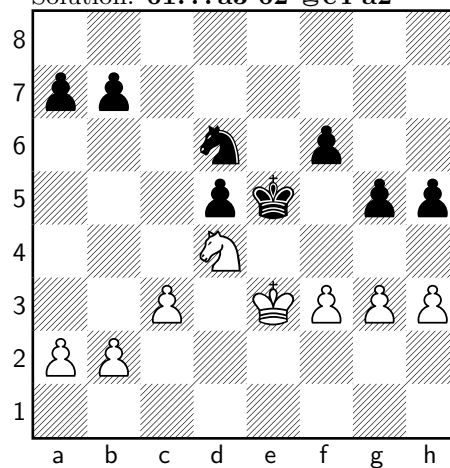
Black to move.

Solution: **43... h3 44** ♖d4 **h2 45** ♖xf5 **h1**♔



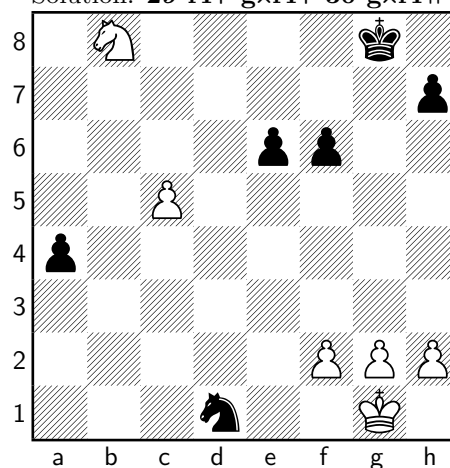
Black to move.

Solution: **61... a3 62** ♔e4 **a2**



White to move.

Solution: **29 f4+ gxf4+ 30 gxf4**♚

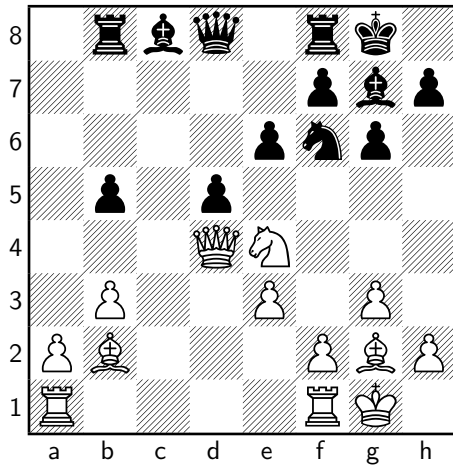


White to move.

Solution: **31 c6** ♔f7 **32 c7**

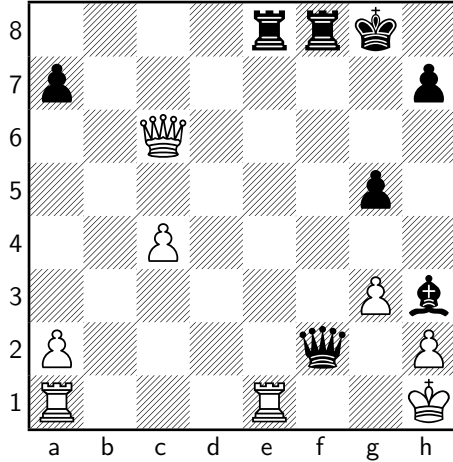
1.29 Long puzzle

Three moves to win.



White to move.

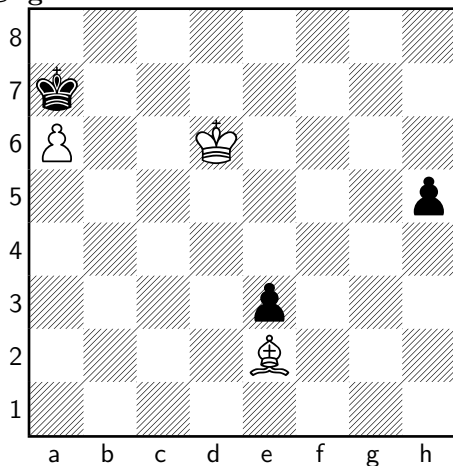
Solution: 15 ♖xf6+ ♗xf6 16 ♙xf6 ♘xf6 17 ♗xf6



White to move.

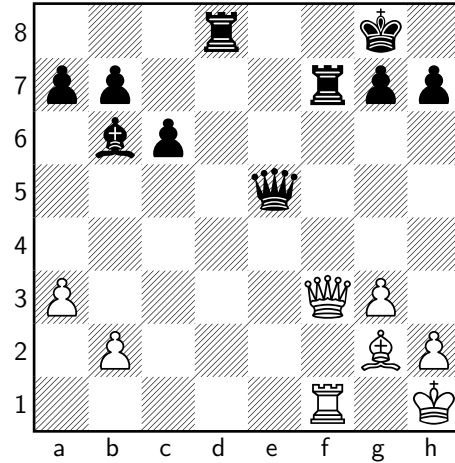
Solution: 25 ♜xe8 ♞g2+ 26 ♞xg2 ♗xg2+ 27

♗xg2



Black to move.

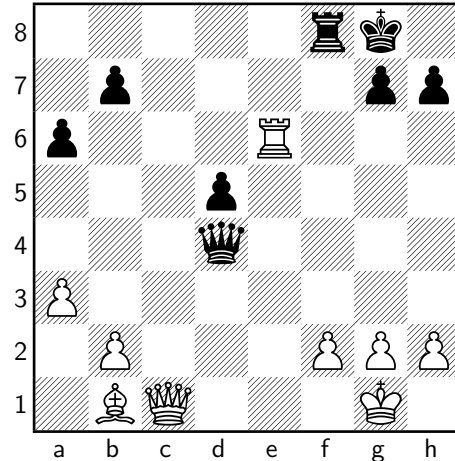
Solution: 64... h4 65 ♖c5 h3 66 ♖d4 h2



White to move.

Solution: 29 ♞xf7+ ♗h8 30 ♞f8+ ♜xf8 31

♜xf8#



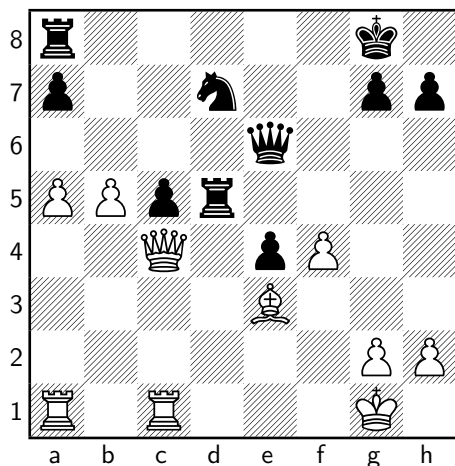
Black to move.

Solution: 24... ♞xf2+ 25 ♗h1 ♞f1+ 26 ♞xf1

♜xf1#

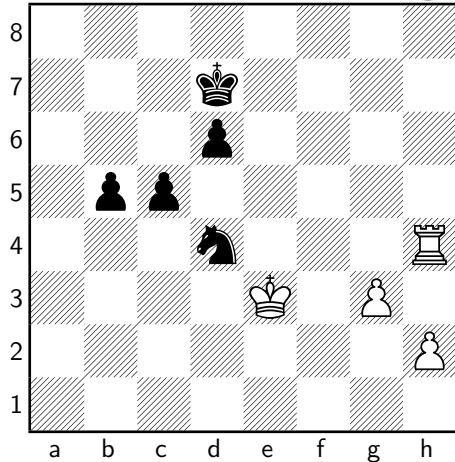
1.30 Master games

Puzzles from games played by titled players.



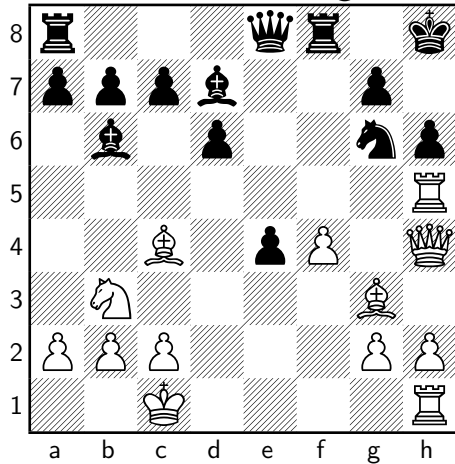
Black to move.

Solution: 26... ♖d1+ 27 ♖xd1 ♗xc4



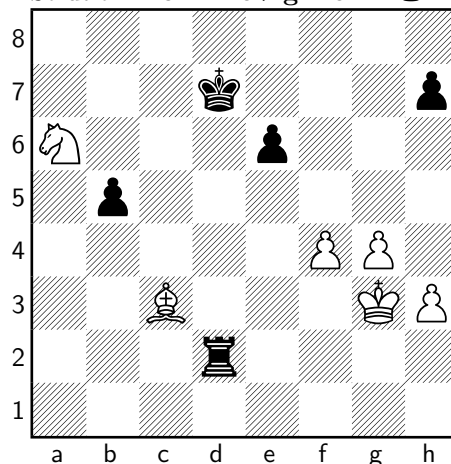
Black to move.

Solution: 41... ♘f5+ 42 ♗e4 ♘xh4



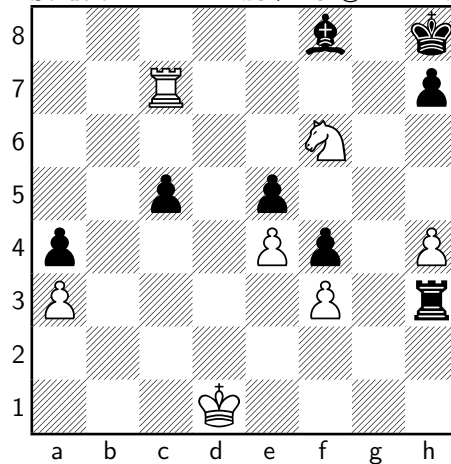
White to move.

Solution: 20 ♖xh6+ g×h6 21 ♗xh6#



Black to move.

Solution: 42... ♖d3+ 43 ♗h4 ♖xc3

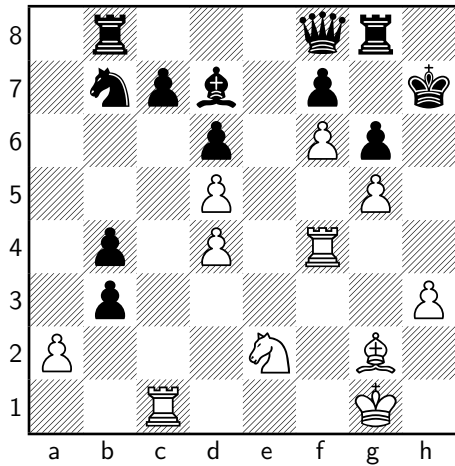


White to move.

Solution: 41 ♖xh7#

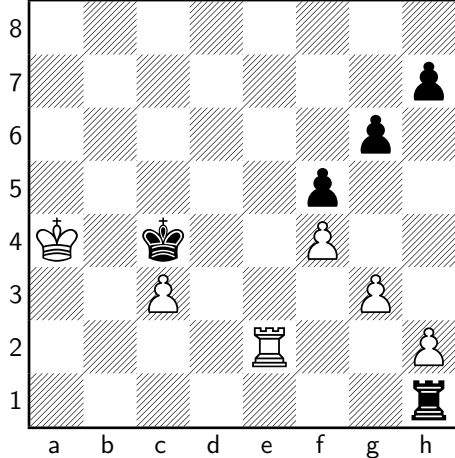
1.31 Master vs Master games

Puzzles from games between two titled players.



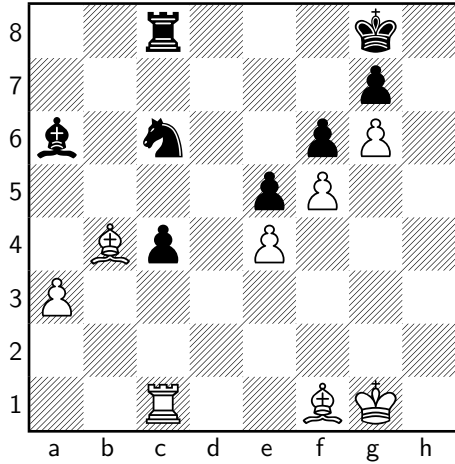
White to move.

Solution: 28 ♖h4+ ♔h6 29 ♖xh6#



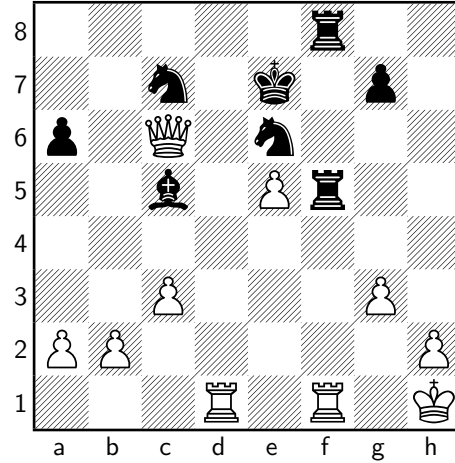
Black to move.

Solution: 49... ♖a1+ 50 ♖a2 ♖xa2#



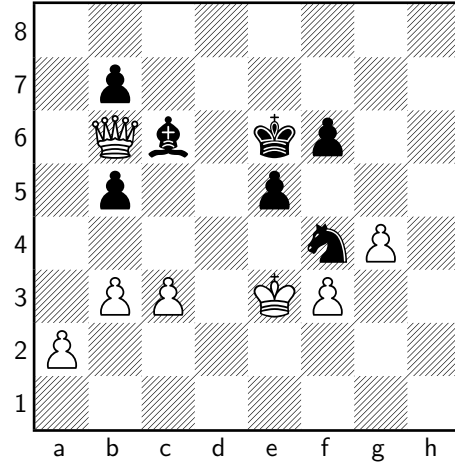
White to move.

Solution: 34 ♗xc4+ ♗xc4 35 ♖xc4



Black to move.

Solution: 27... ♗xf1+ 28 ♗xf1 ♗xf1+

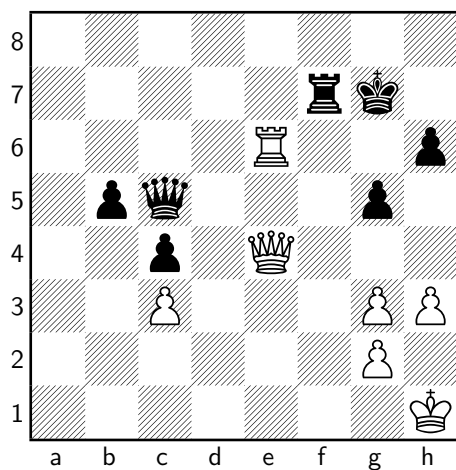


Black to move.

Solution: 48... ♗d5+ 49 ♗e2 ♗xb6

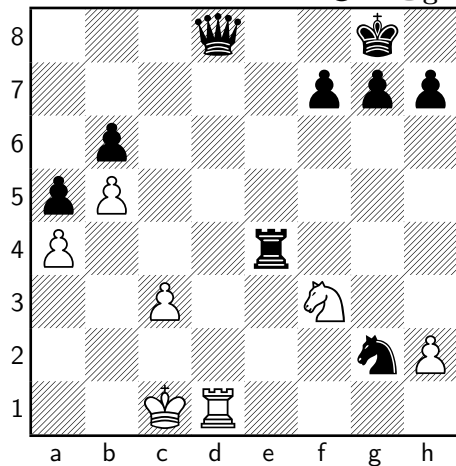
1.32 Checkmate

Win the game with style.



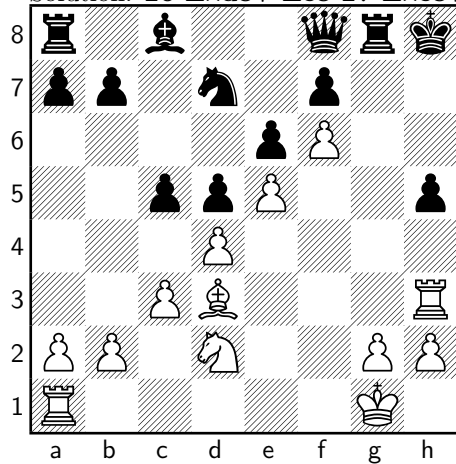
Black to move.

Solution: 37... ♖f1+ 38 ♔h2 ♕g1#



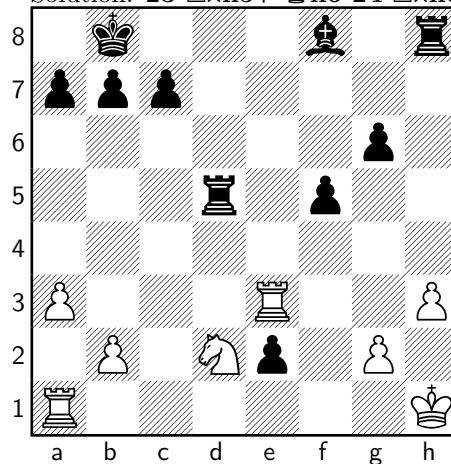
White to move.

Solution: 26 ♖xd8+ ♔e8 27 ♖xe8#



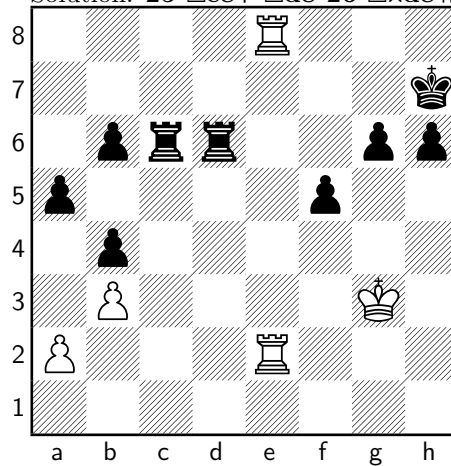
White to move.

Solution: 23 ♖xh5+ ♔h6 24 ♖xh6#



White to move.

Solution: 25 ♖e8+ ♔d8 26 ♖xd8#

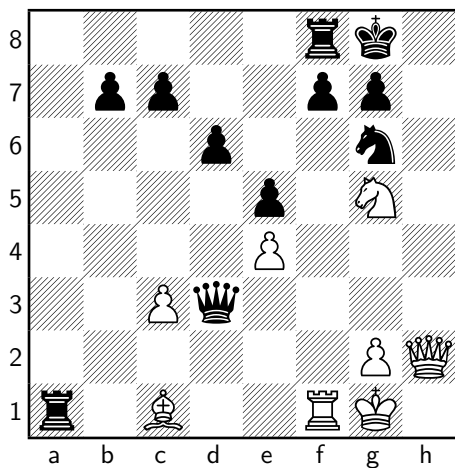


White to move.

Solution: 37 ♖2e7#

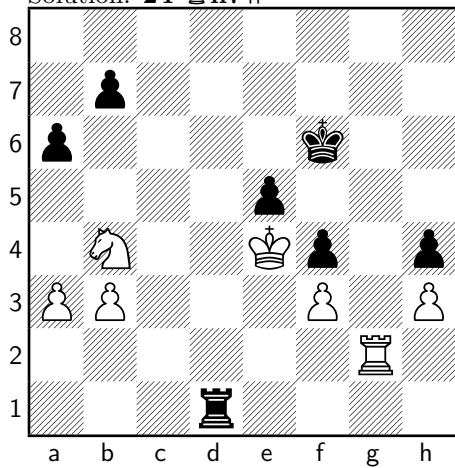
1.33 Mate in 1

Deliver checkmate in one move.



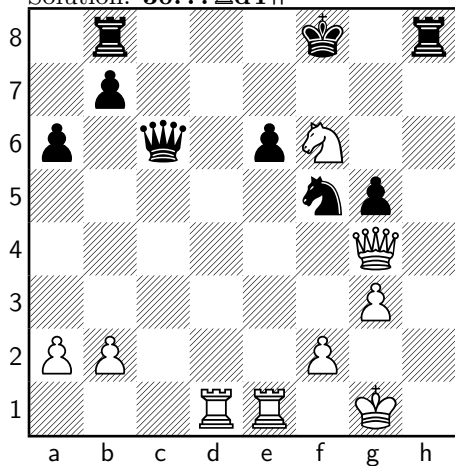
White to move.

Solution: 24 ♖h7#



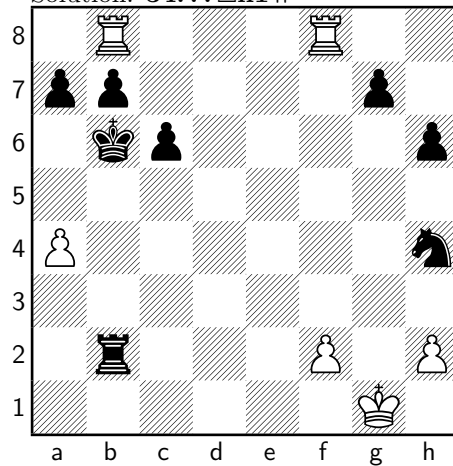
Black to move.

Solution: 30... ♜d4#



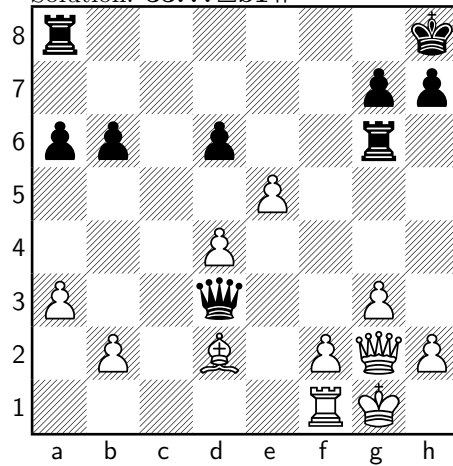
Black to move.

Solution: 34... ♜h1#



Black to move.

Solution: 33... ♜b1#

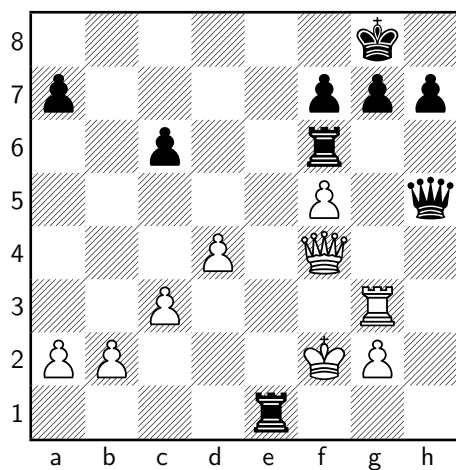


White to move.

Solution: 30 ♖xa8#

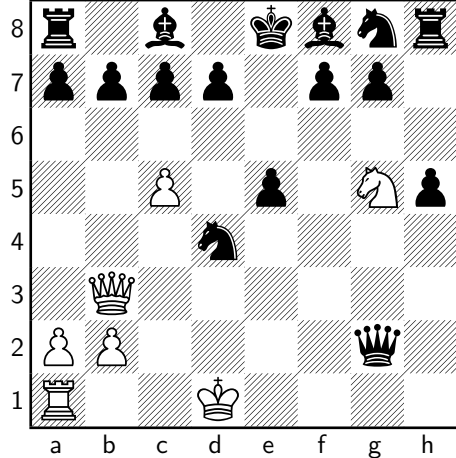
1.34 Mate in 2

Deliver checkmate in two moves.



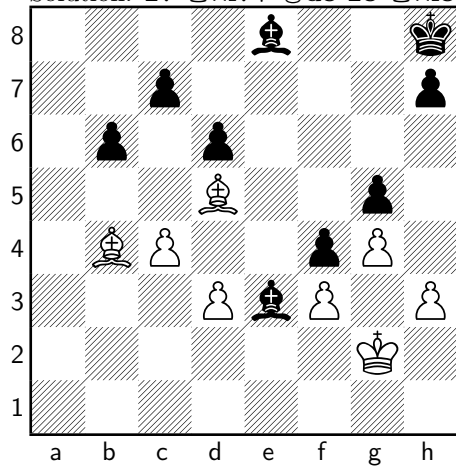
White to move.

Solution: 27 ♖b8+ ♔e8 28 ♕xe8#



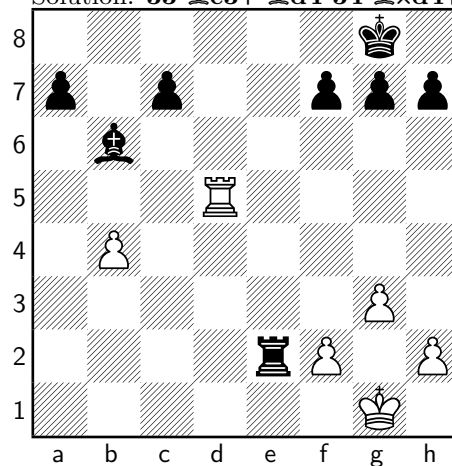
White to move.

Solution: 27 ♕xf7+ ♔d8 28 ♕xf8#



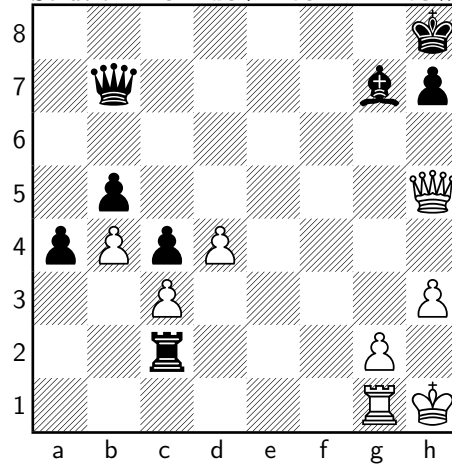
White to move.

Solution: 33 ♘c3+ ♔d4 34 ♘xd4#



White to move.

Solution: 23 ♖d8+ ♔e8 24 ♖xe8#

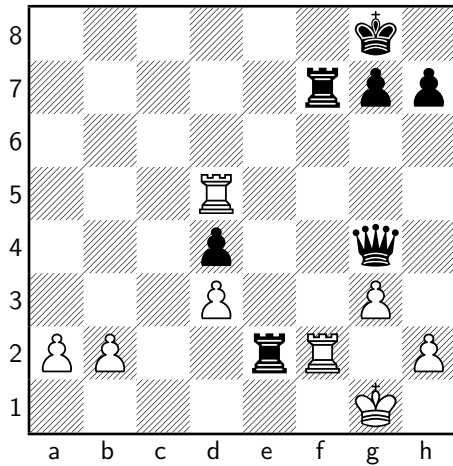


White to move.

Solution: 40 ♖e8+ ♔f8 41 ♖xf8#

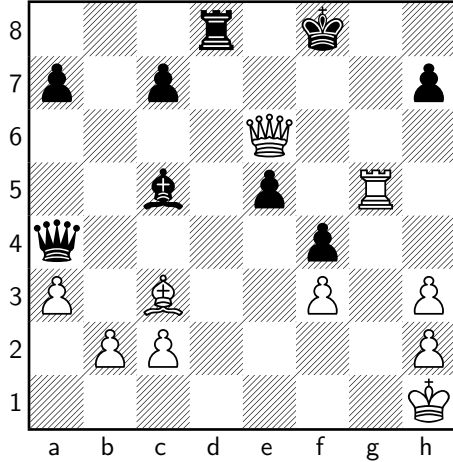
1.35 Mate in 3

Deliver checkmate in three moves.



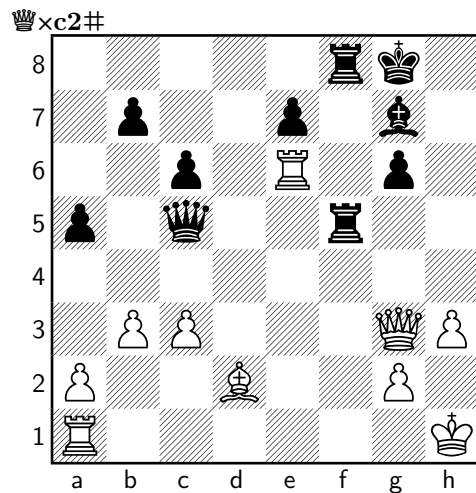
White to move.

Solution: 22 ♖d8+ ♜e8 23 ♜xe8+ ♜f8 24 ♜fxf8#



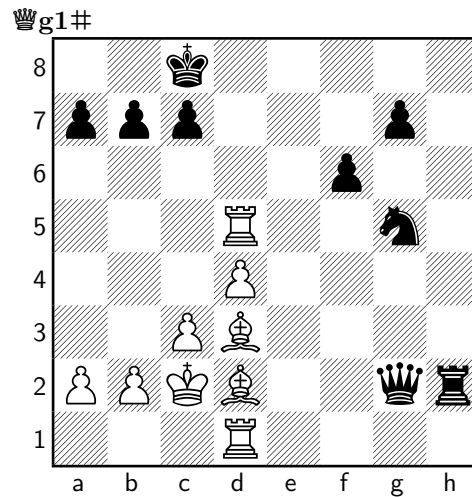
Black to move.

Solution: 28... ♜d1+ 29 ♜e1 ♜xe1+ 30 ♜g2 ♜xc2#



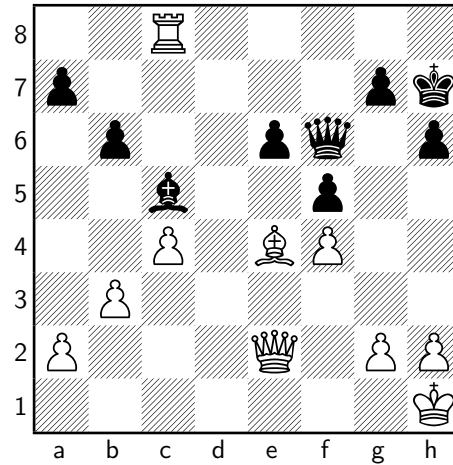
Black to move.

Solution: 29... ♜f1+ 30 ♜xf1 ♜xf1+ 31 ♜h2 ♜g1#



White to move.

Solution: 30 ♜f5+ ♜e6 31 ♜xe6+ ♜b8 32 ♜d8#



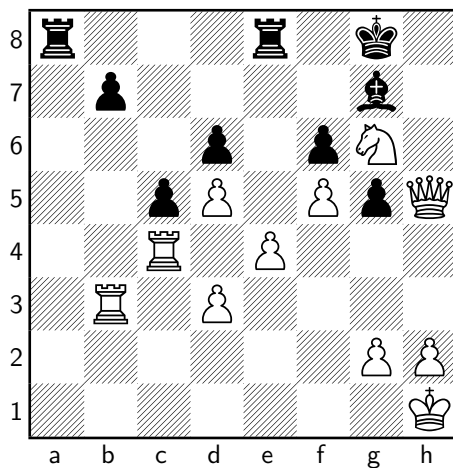
Black to move.

Solution: 31... ♜a1+ 32 ♜b1 ♜xb1+ 33 ♜d1 ♜xd1#



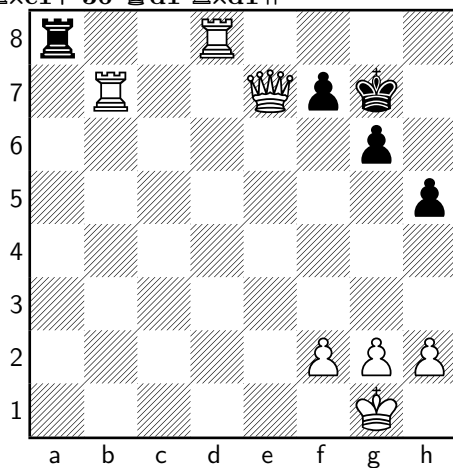
1.36 Mate in 4

Deliver checkmate in four moves.



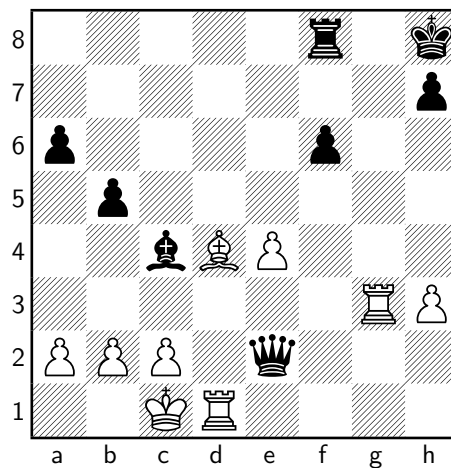
Black to move.

Solution: 33... ♖a1+ 34 ♜b1 ♜x b1+ 35 ♜c1 ♜xc1+ 36 ♞d1 ♜xd1#



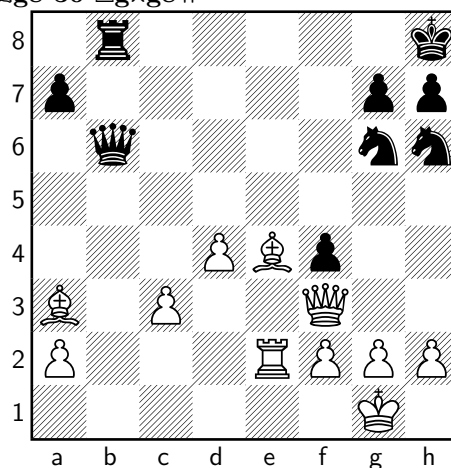
Black to move.

Solution: 36... ♖a1+ 37 ♜b1 ♜x b1+ 38 ♜d1 ♜xd1+ 39 ♞e1 ♜xe1#



White to move.

Solution: 27 ♙xf6+ ♜x f6 28 ♜d8+ ♜f8 29 ♜x f8+ ♙g8 30 ♜g8#

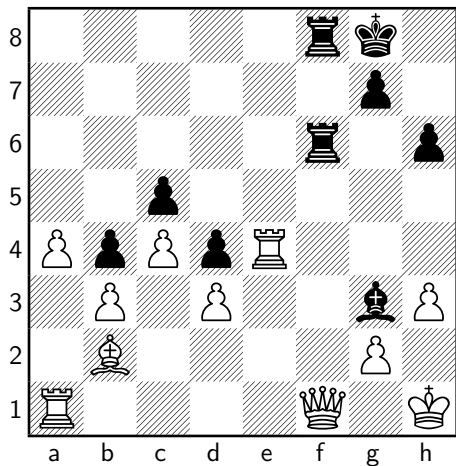


Black to move.

Solution: 27... ♞b1+ 28 ♙xb1 ♜x b1+ 29 ♙c1 ♜xc1+ 30 ♜e1 ♜xe1#

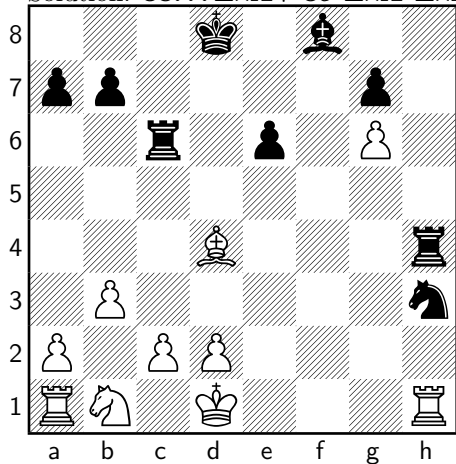
1.37 Middlegame

A tactic during the second phase of the game.



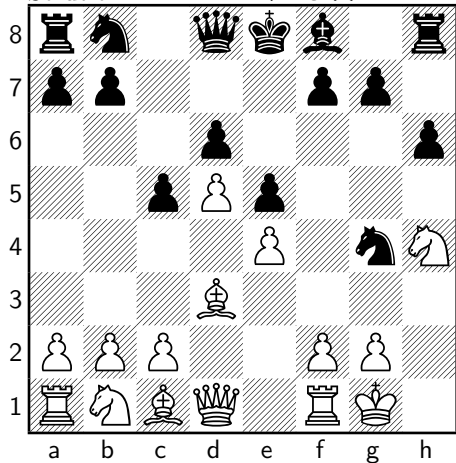
Black to move.

Solution: 38... ♖xf1+ 39 ♖xf1 ♗xf1 ♚



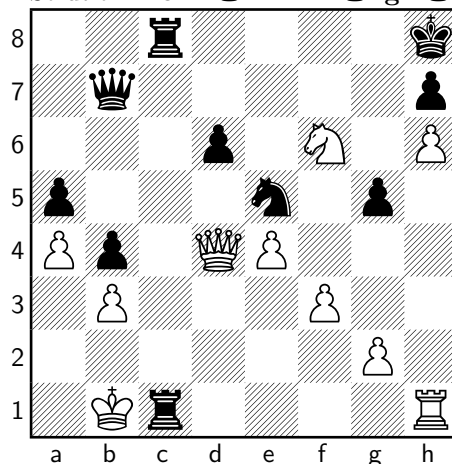
Black to move.

Solution: 22... ♕f2+ 23 ♖xf2 ♗xh1+



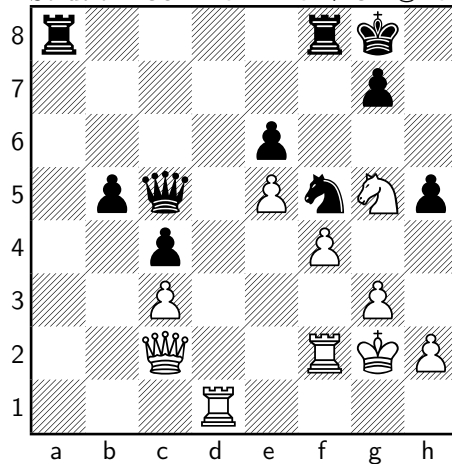
Black to move.

Solution: 10... ♗xh4 11 ♗xg4 ♗xg4



White to move.

Solution: 30 ♖xc1 ♗xc1+ 31 ♗xc1

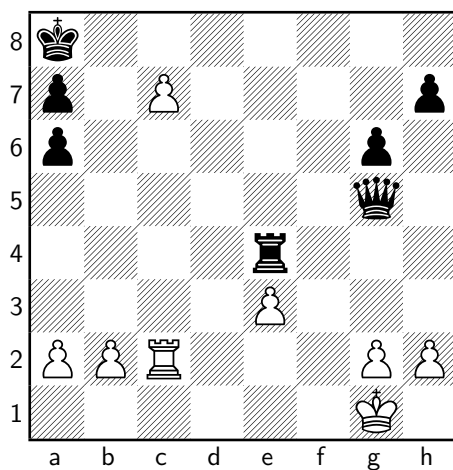


Black to move.

Solution: 26... ♕e3+ 27 ♗h3 ♕xc2

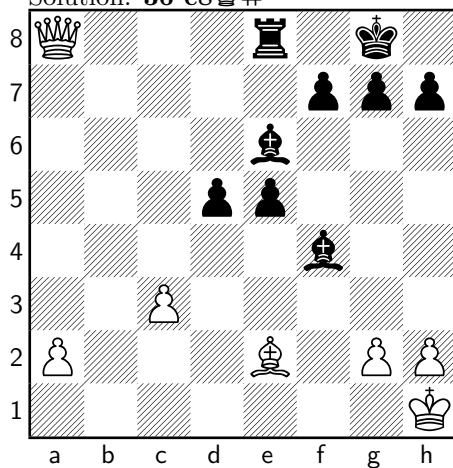
1.38 One-move puzzle

A puzzle that is only one move long.



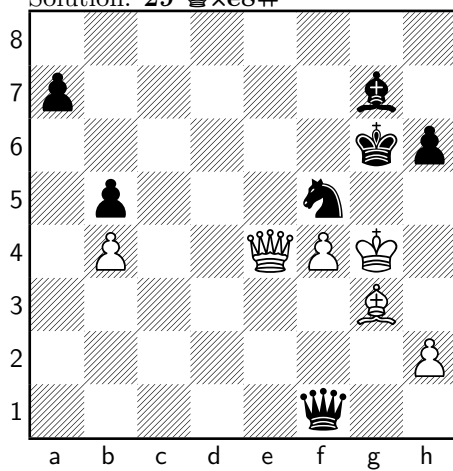
White to move.

Solution: 36 c8+ ♖#



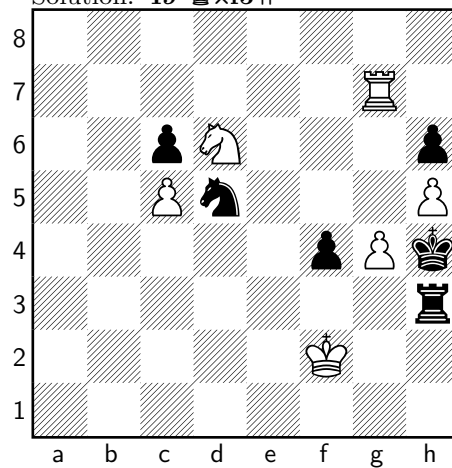
White to move.

Solution: 29 e8+ ♖#



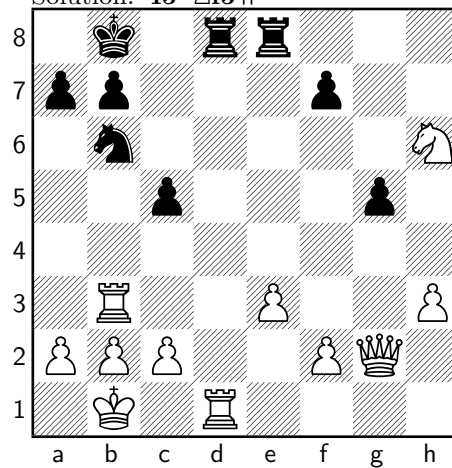
White to move.

Solution: 49 f5+ ♖#



White to move.

Solution: 45 f5+ ♖#

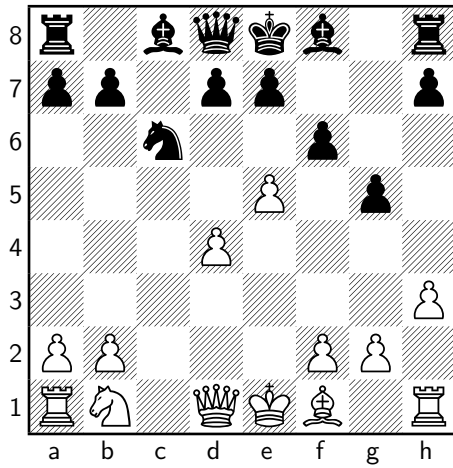


Black to move.

Solution: 25... d1+ ♖#

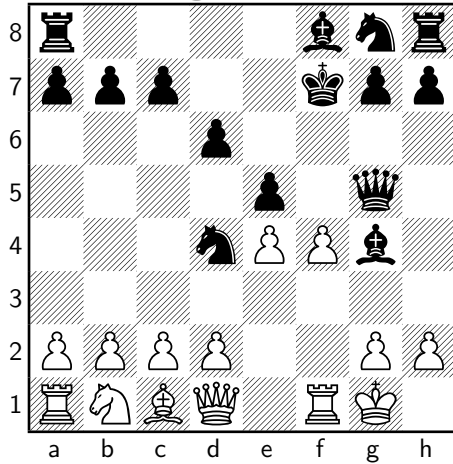
1.39 Opening

A tactic during the first phase of the game.



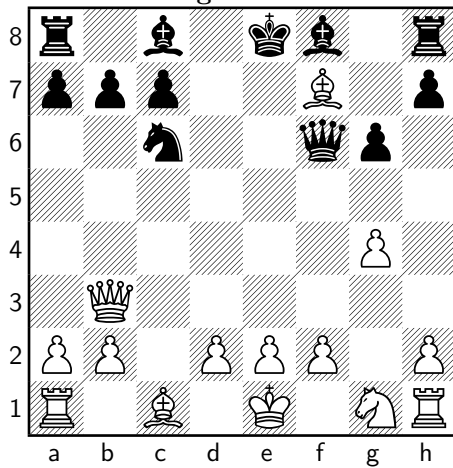
White to move.

Solution: 10 ♖h5#



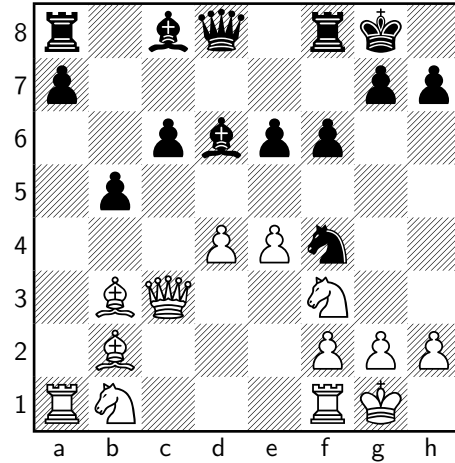
White to move.

Solution: 8 f×g5+



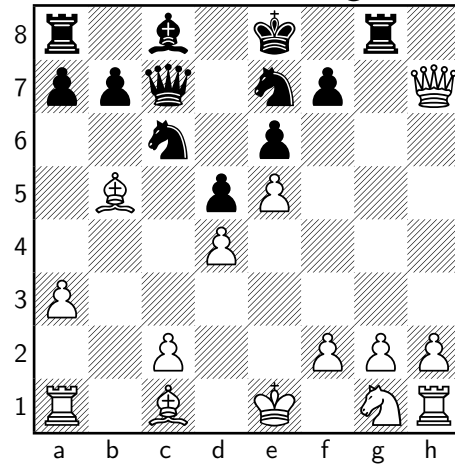
Black to move.

Solution: 9... ♗×f7 10 ♖×f7+ ♔×f7



Black to move.

Solution: 17... ♖e2+ 18 ♔h1 ♖xc3

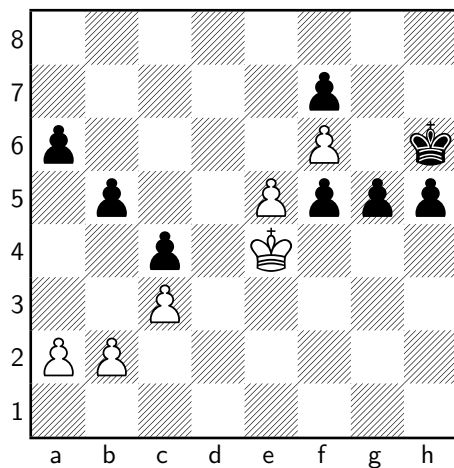


Black to move.

Solution: 11... ♗a5+ 12 ♔d2 ♗×b5

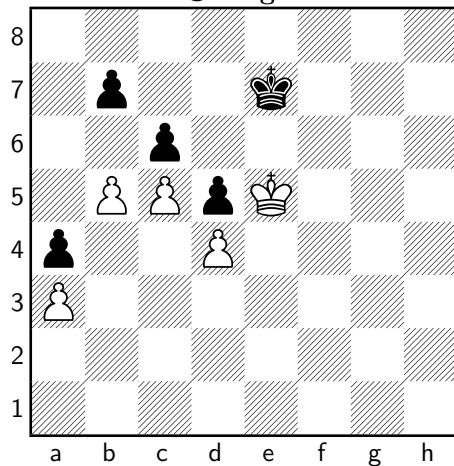
1.40 Pawn endgame

An endgame with only pawns.



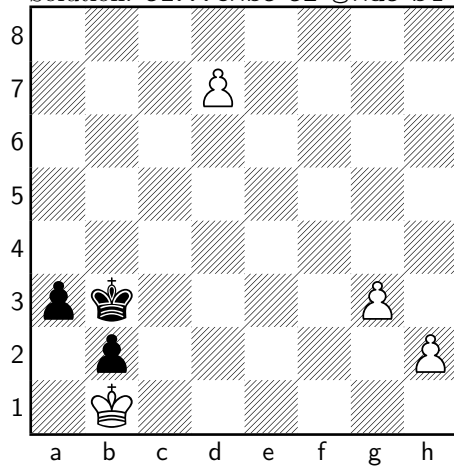
White to move.

Solution: 39 ♔xf5 g4 40 e6 fxe6+ 41 ♔xe6



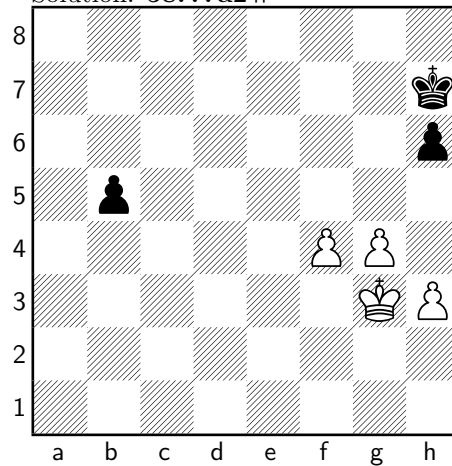
Black to move.

Solution: 51... cxb5 52 ♔xd5 b4 53 axb4 a3



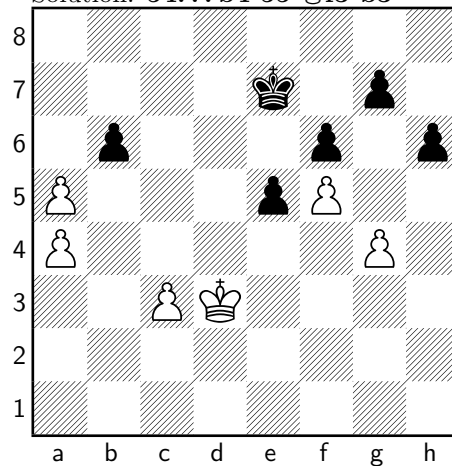
Black to move.

Solution: 58... a2#



Black to move.

Solution: 54... b4 55 ♔f3 b3

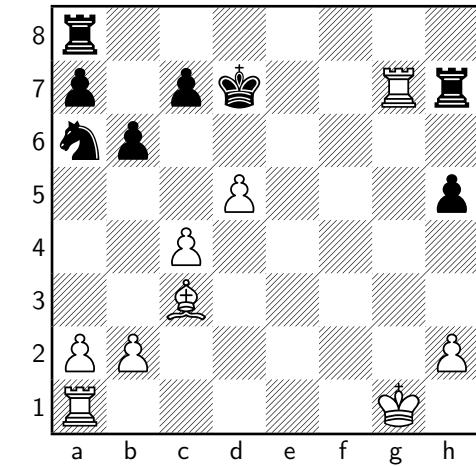


Black to move.

Solution: 53... bxa5

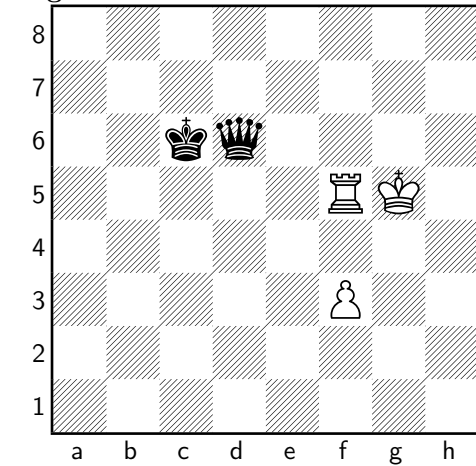
1.41 Pin

A tactic involving pins, where a piece is unable to move without revealing an attack on a higher value piece.



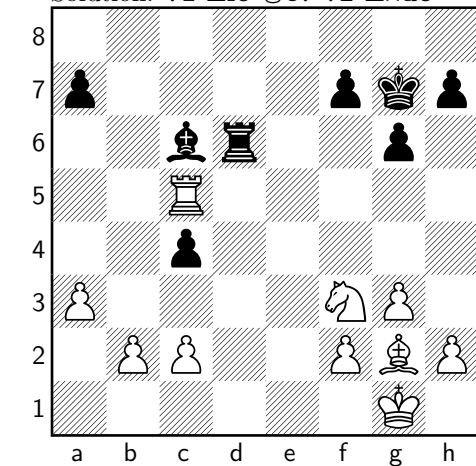
Black to move.

Solution: 21... ♖xg7+ 22 ♔xg7 ♜g8 23 ♕f2 ♖xg7



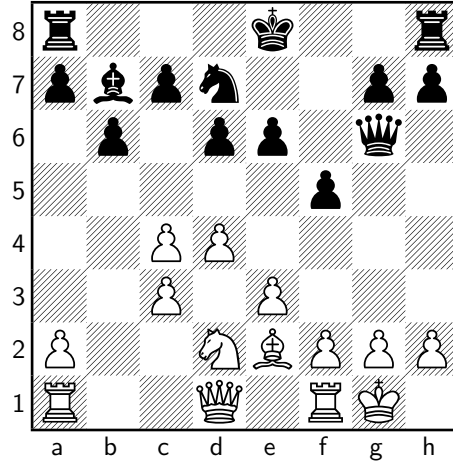
White to move.

Solution: 71 ♜f6 ♕c7 72 ♜xd6



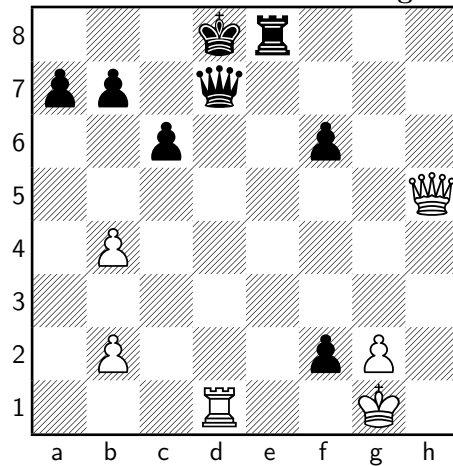
Black to move.

Solution: 28... ♜d1+ 29 ♔f1 ♕xf3



White to move.

Solution: 12 ♔h5 O-O 13 ♔xg6

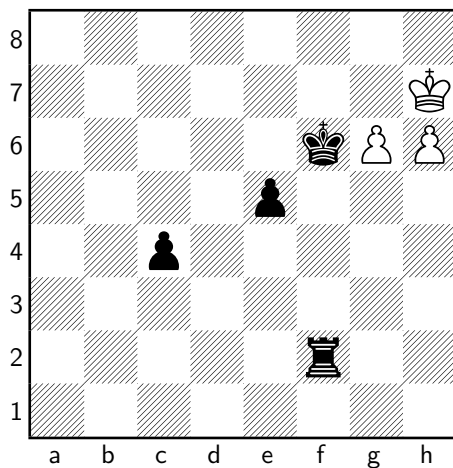


White to move.

Solution: 48 ♕xf2 ♖xd1 49 ♖xd1+

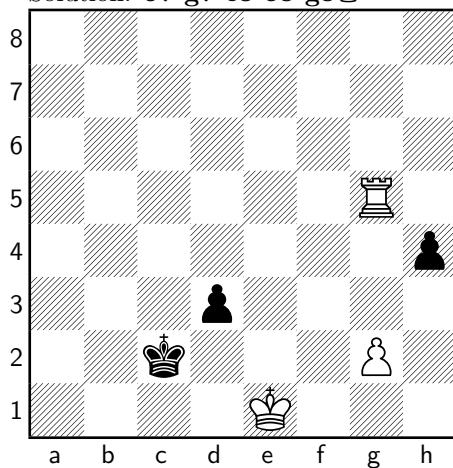
1.42 Promotion

Promote one of your pawn to a queen or minor piece.



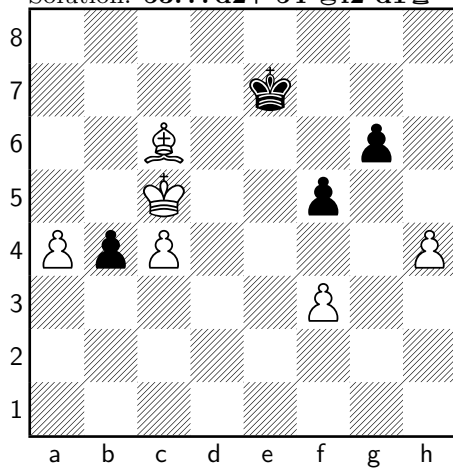
White to move.

Solution: 57 g7 c3 58 g8♖



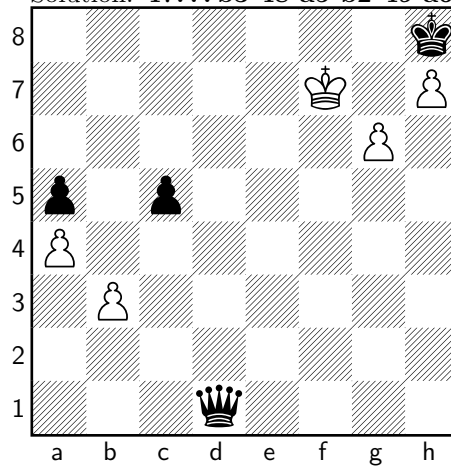
Black to move.

Solution: 53...d2+ 54 ♔f2 d1♚



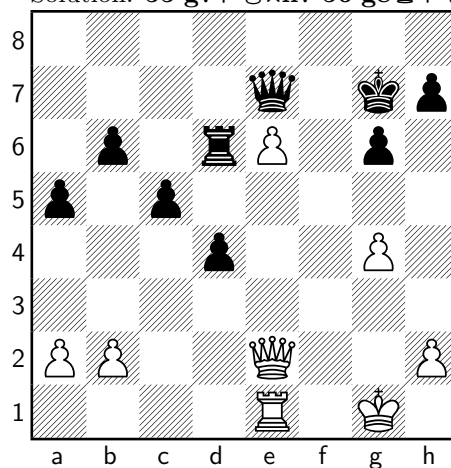
Black to move.

Solution: 47...b3 48 a5 b2 49 a6 b1♚



White to move.

Solution: 55 g7+ ♔xh7 56 g8♖+ ♔h6 57 ♖g6#

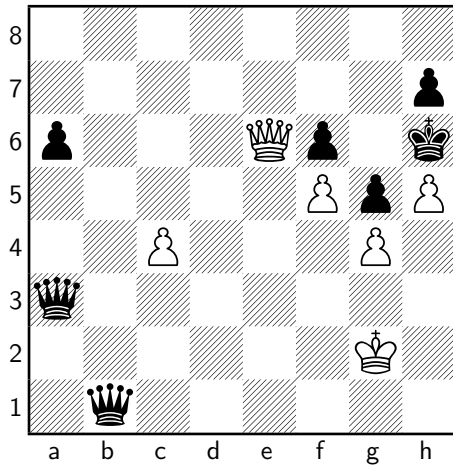


White to move.

Solution: 31 ♖e5+ ♔g8 32 ♖xd6 ♖xd6 33 e7 ♖c6 34 e8♖+ ♖xe8 35 ♔xe8+

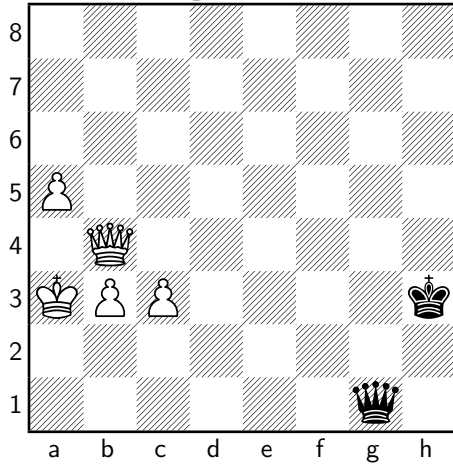
1.43 Queen endgame

An endgame with only queens and pawns.



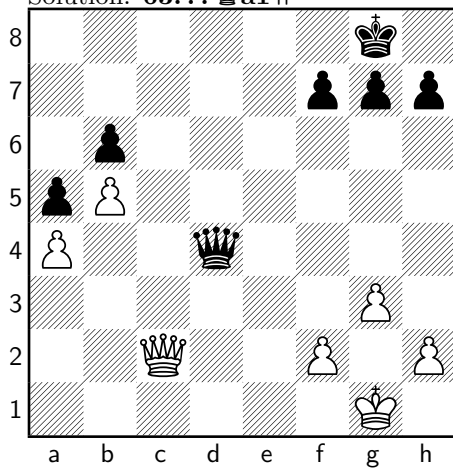
White to move.

Solution: 50 ♕xf6#



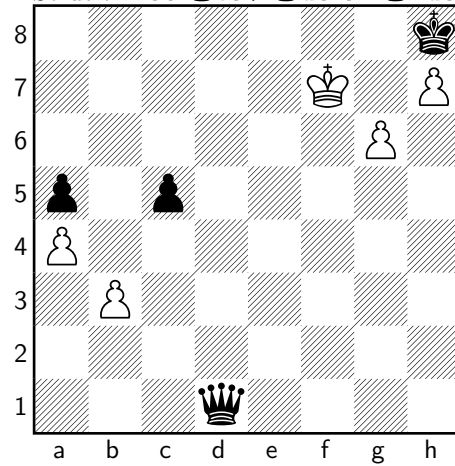
Black to move.

Solution: 63... ♔a1#



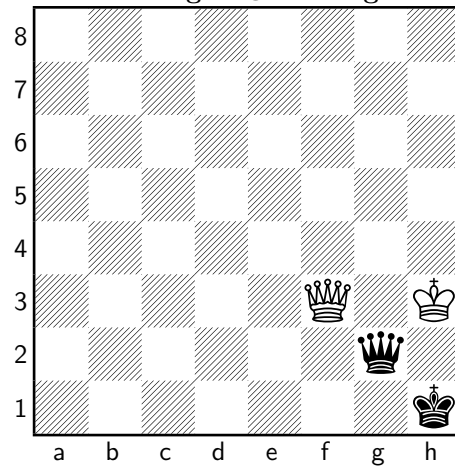
White to move.

Solution: 30 ♕c8+ ♖d8 31 ♕xd8#



White to move.

Solution: 55 g7+ ♔xh7 56 g8♖+ ♔h6 57 ♖g6#

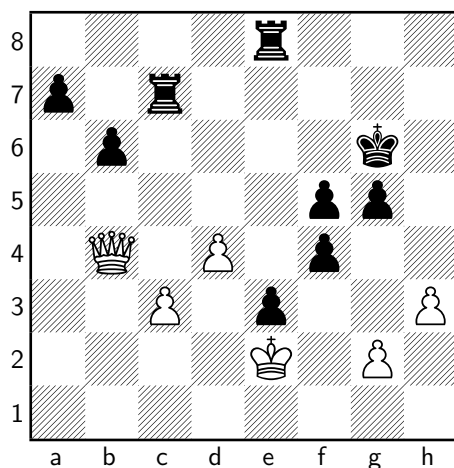


White to move.

Solution: 71 ♕xg2#

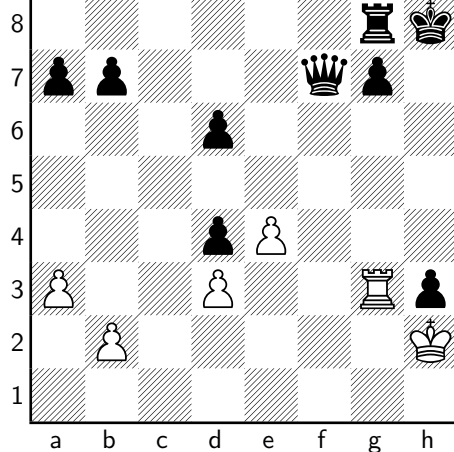
1.44 Queen and Rook

An endgame with only queens, rooks and pawns.



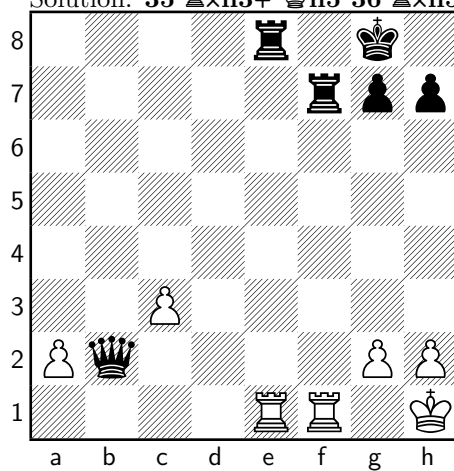
White to move.

Solution: 42 ♖d6+ ♜f7 43 ♚xc7+



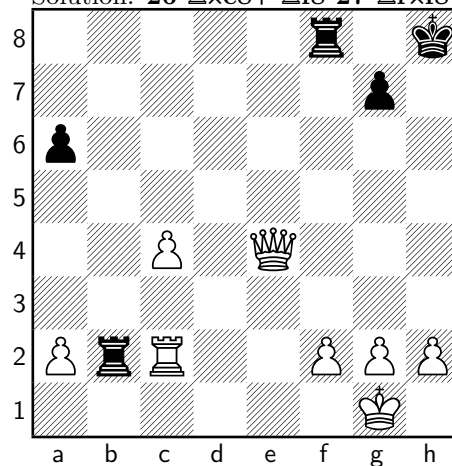
White to move.

Solution: 35 ♜xh3+ ♚h5 36 ♜xh5#



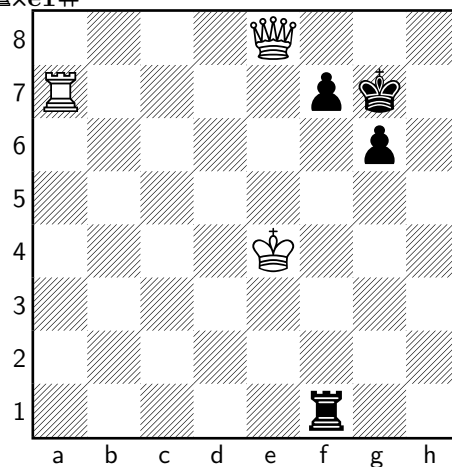
White to move.

Solution: 26 ♜xe8+ ♜f8 27 ♜fxf8#



Black to move.

Solution: 30... ♜b1+ 31 ♜c1 ♜xc1+ 32 ♚e1 ♜xe1#

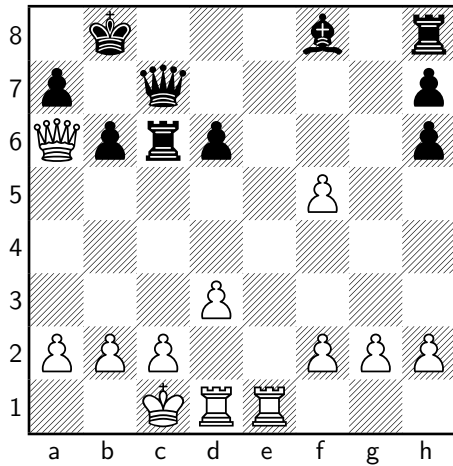


Black to move.

Solution: 75... ♜e1+ 76 ♜f3 ♜xe8

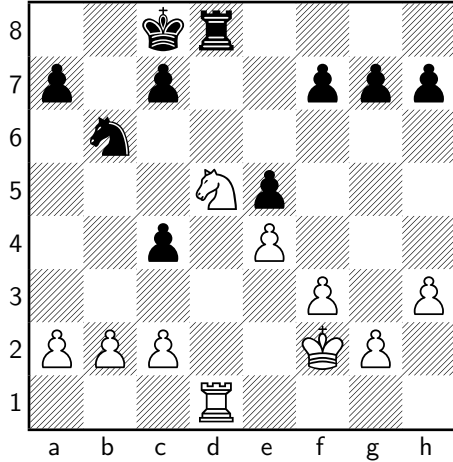
1.45 Queenside attack

An attack of the opponent's king, after they castled on the queen side.



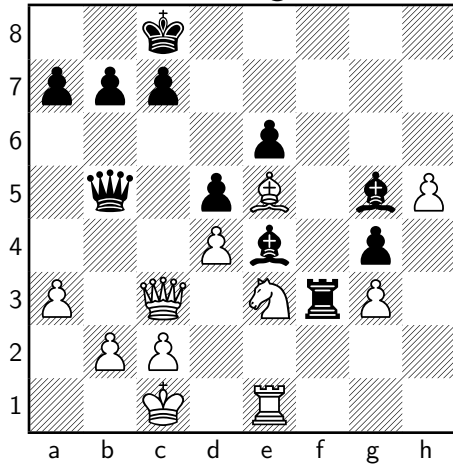
White to move.

Solution: 20 ♖e8+ ♕c8 21 ♖xc8+



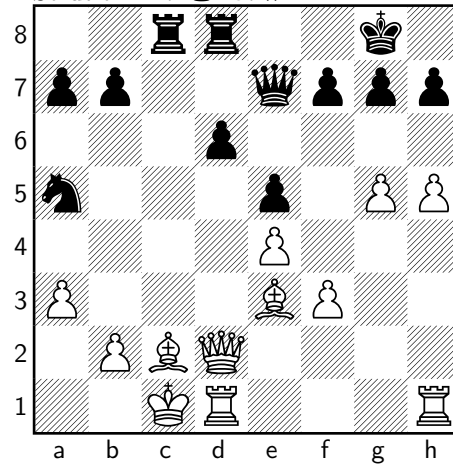
White to move.

Solution: 21 ♘e7+ ♖b7 22 ♖xd8



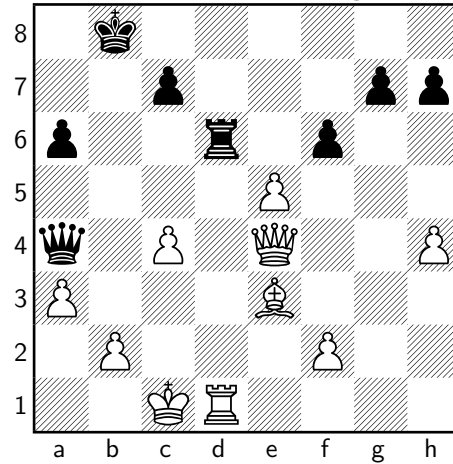
White to move.

Solution: 27 ♖xc7#



Black to move.

Solution: 21... ♘b3+ 22 ♖b1 ♘xd2+

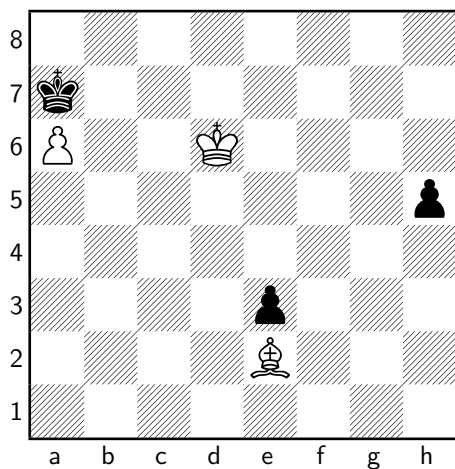


Black to move.

Solution: 29... ♖xd1#

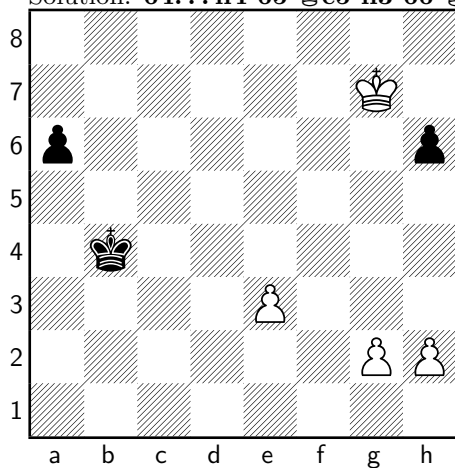
1.46 Quiet move

A move that does neither make a check or capture, nor an immediate threat to capture, but does prepare a more hidden unavoidable threat for a later move.



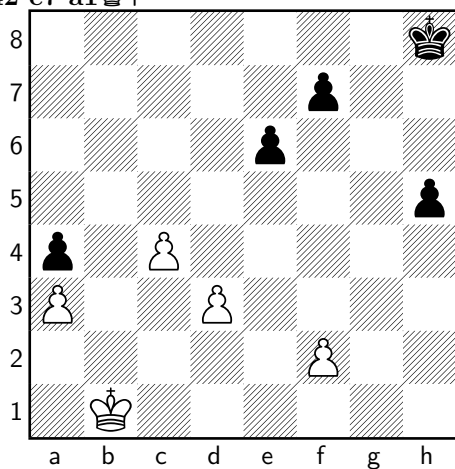
Black to move.

Solution: 64... h4 65 ♔c5 h3 66 ♔d4 h2



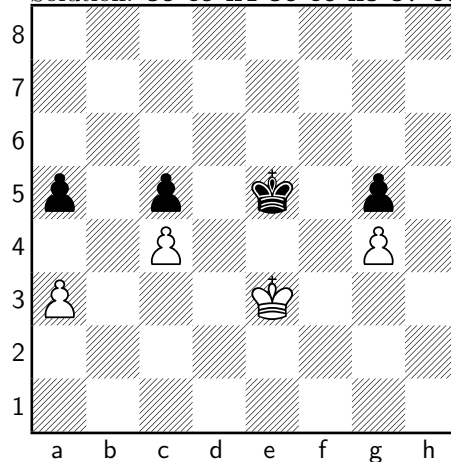
Black to move.

Solution: 38... a5 39 e4 a4 40 e5 a3 41 e6 a2 42 e7 a1 ♖+



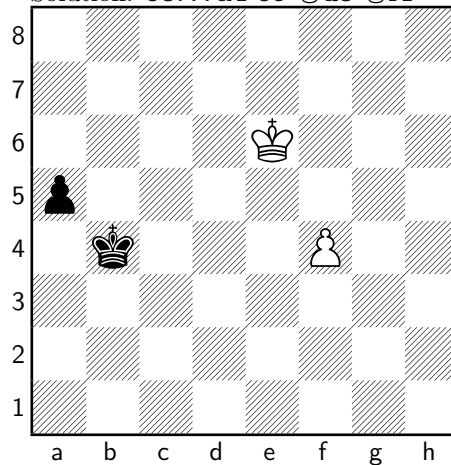
White to move.

Solution: 35 c5 h4 36 c6 h3 37 c7



Black to move.

Solution: 58... a4 59 ♖d3 ♖f4

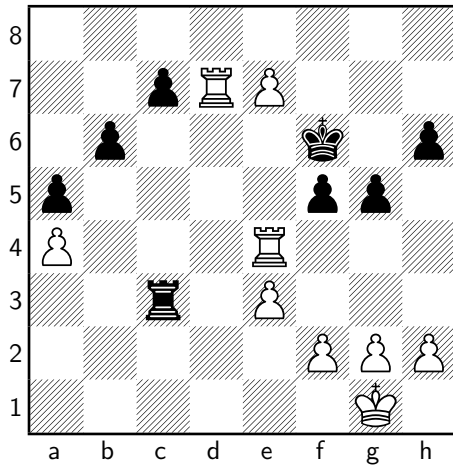


White to move.

Solution: 56 f5 a4 57 f6 a3 58 f7 a2 59 f8 ♖+

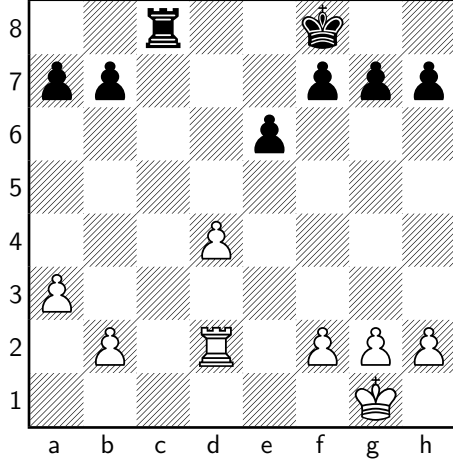
1.47 Rook endgame

An endgame with only rooks and pawns.



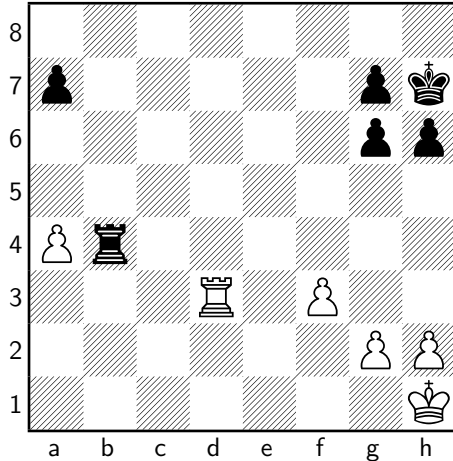
Black to move.

Solution: 34... ♖c1+ 35 ♖d1 ♖×d1#



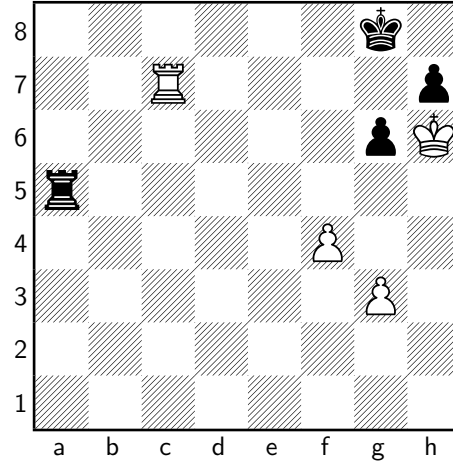
Black to move.

Solution: 22... ♖c1+ 23 ♖d1 ♖×d1#



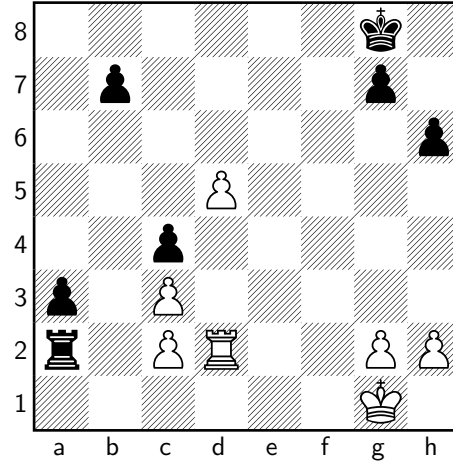
Black to move.

Solution: 35... ♖b1+ 36 ♖d1 ♖×d1#



Black to move.

Solution: 40... ♖h5#

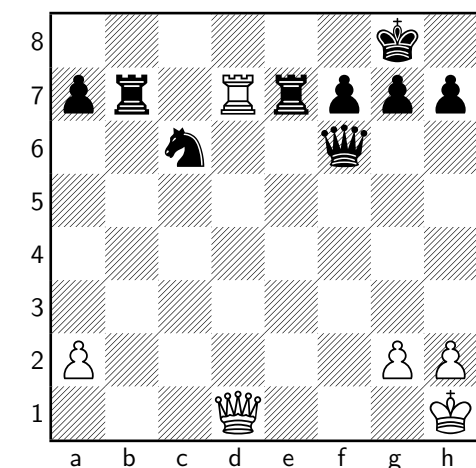


White to move.

Solution: 34 d6 ♖h7 35 d7 ♖a1+ 36 ♖f2 a2 37 d8♖ ♖f1+ 38 ♖×f1

1.48 Sacrifice

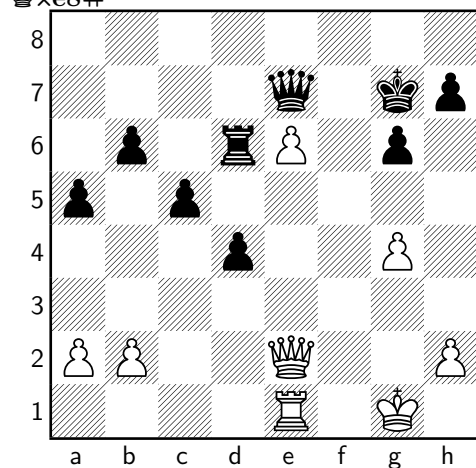
A tactic involving giving up material in the short-term, to gain an advantage again after a forced sequence of moves.



White to move.

Solution: 25 ♖d8+ ♜xd8 26 ♜xd8+ ♞e8 27

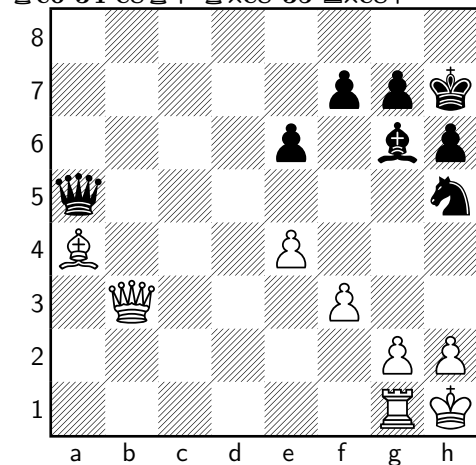
♜xe8#



White to move.

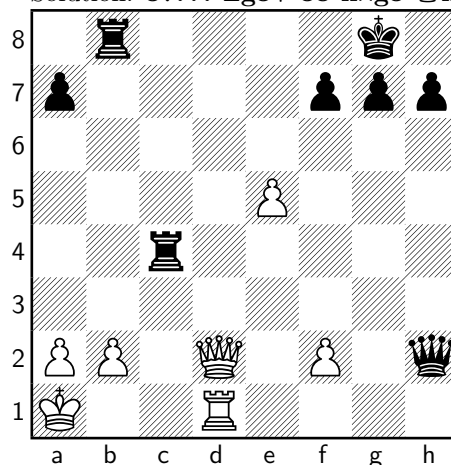
Solution: 31 ♜e5+ ♔g8 32 ♜xd6 ♜xd6 33 e7

♜c6 34 e8♜+ ♜xe8 35 ♞xe8+



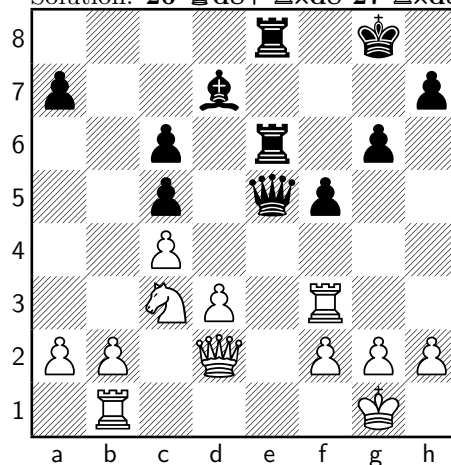
Black to move.

Solution: 37... ♜g3+ 38 h×g3 ♜h5#



White to move.

Solution: 26 ♜d8+ ♞xd8 27 ♞xd8#



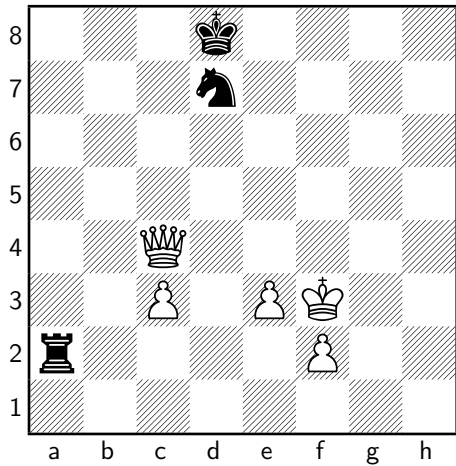
Black to move.

Solution: 25... ♜e1+ 26 ♞xe1 ♞xe1+ 27 ♜xe1

♞xe1#

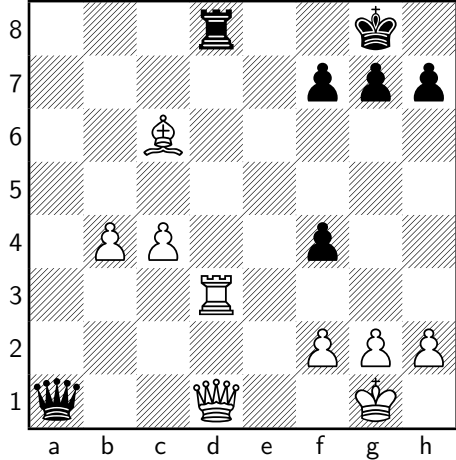
1.49 Short puzzle

Two moves to win.



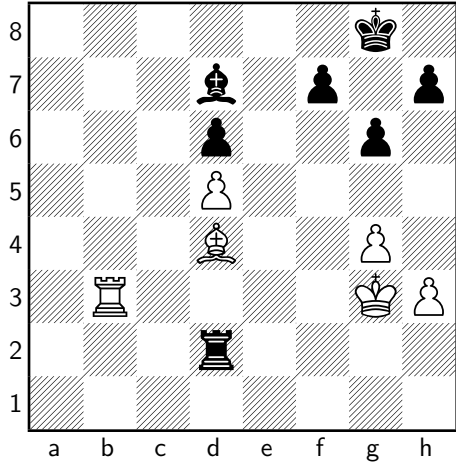
Black to move.

Solution: 57... ♖e5+ 58 ♔e4 ♖xc4



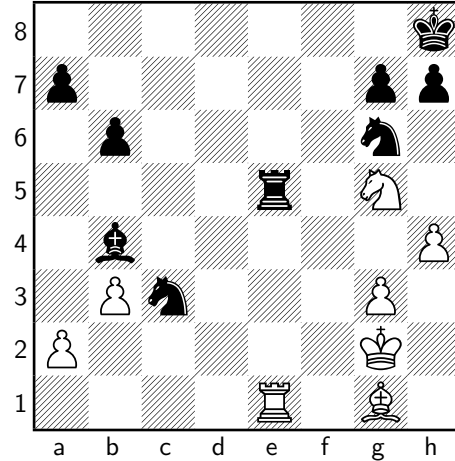
Black to move.

Solution: 27... ♔xd1+ 28 ♖xd1 ♖xd1#



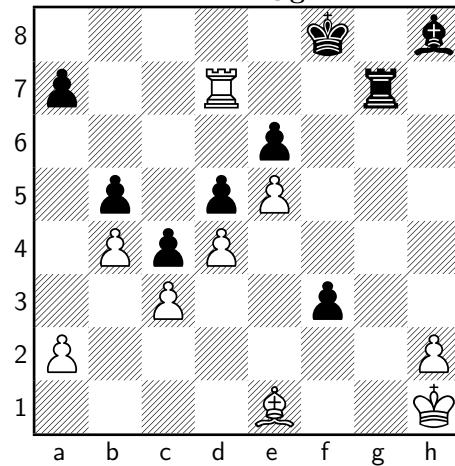
White to move.

Solution: 31 ♖b8+ ♔e8 32 ♖xe8#



White to move.

Solution: 35 ♖f7+ ♔g8 36 ♖xe5

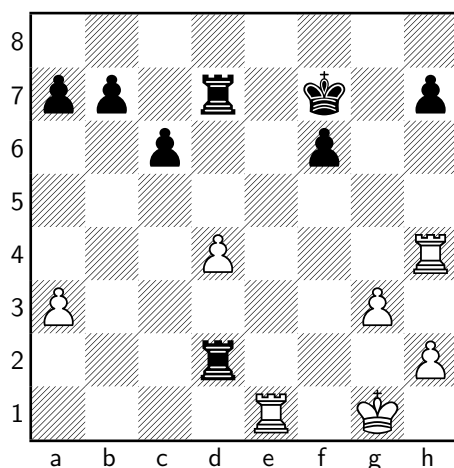


White to move.

Solution: 43 ♖d8+ ♔f7 44 ♖xh8

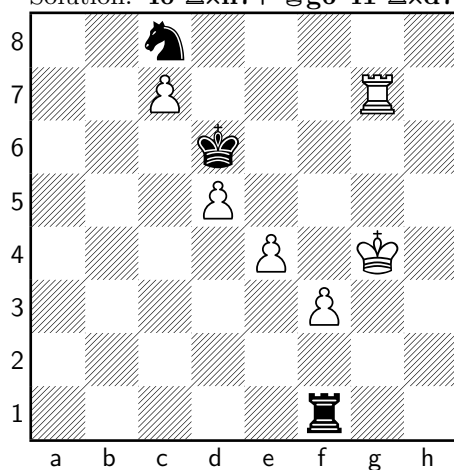
1.50 Skewer

A motif involving a high value piece being attacked, moving out the way, and allowing a lower value piece behind it to be captured or attacked, the inverse of a pin.



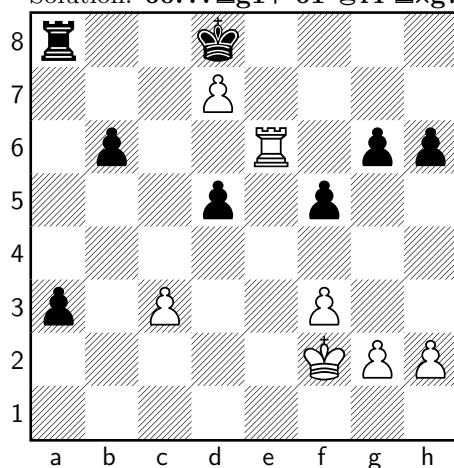
White to move.

Solution: 40 ♖xh7+ ♔g6 41 ♖xd7



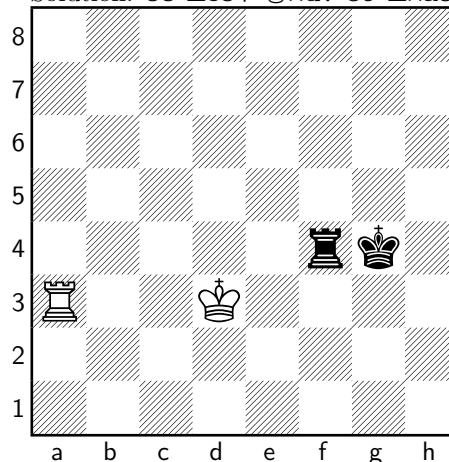
Black to move.

Solution: 60... ♖g1+ 61 ♔f4 ♖xg7



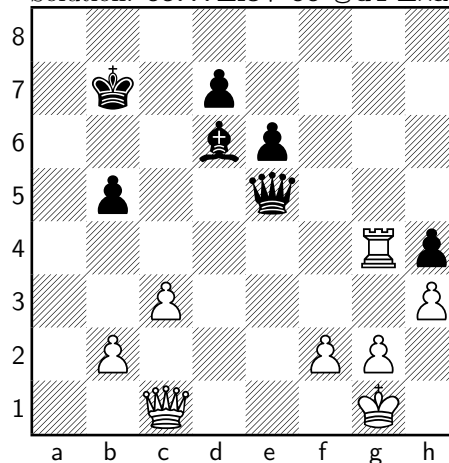
White to move.

Solution: 38 ♖e8+ ♔xd7 39 ♖xa8



Black to move.

Solution: 65... ♖f3+ 66 ♔d4 ♖xa3

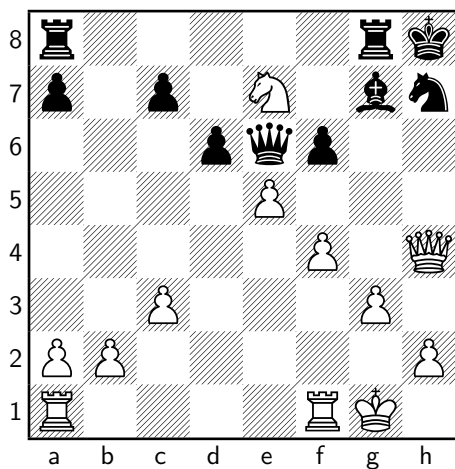


Black to move.

Solution: 29... ♖h2+ 30 ♔f1 ♖h1+ 31 ♔e2 ♖xc1

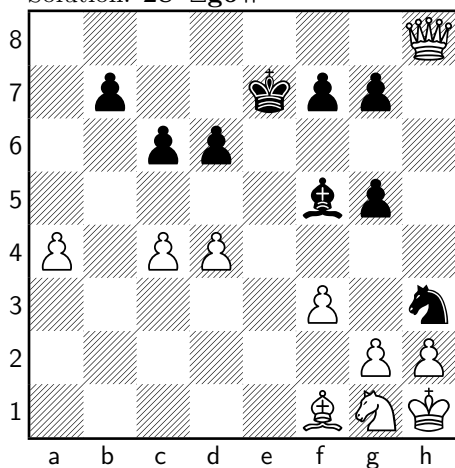
1.51 Smothered mate

A checkmate delivered by a knight in which the mated king is unable to move because it is surrounded (or smothered) by its own pieces.



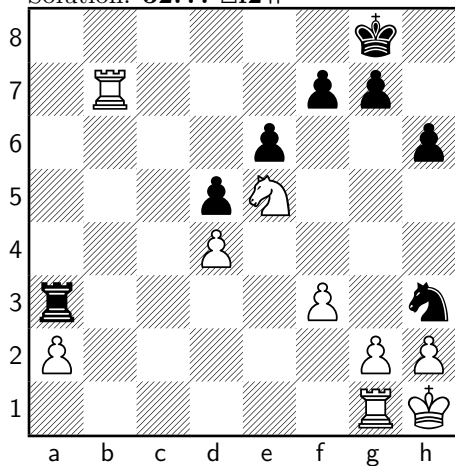
White to move.

Solution: 28. Qg6#



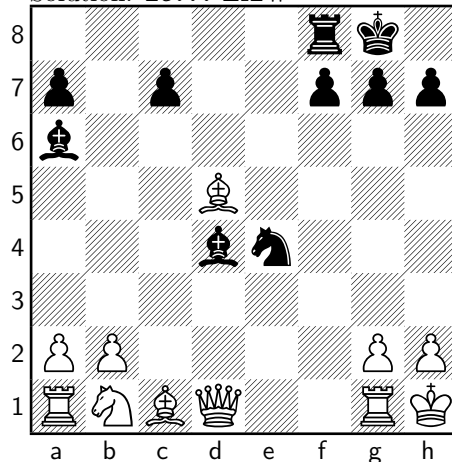
Black to move.

Solution: 32... Qf2#



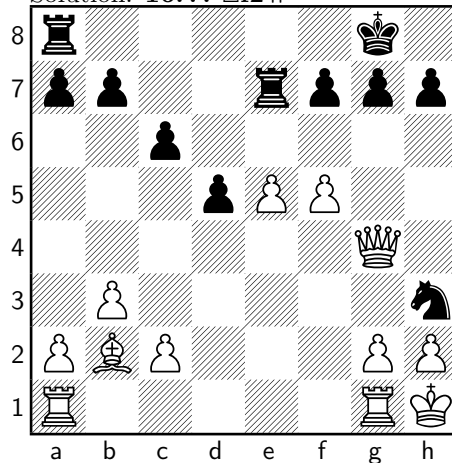
Black to move.

Solution: 29... Qf2#



Black to move.

Solution: 16... Qf2#

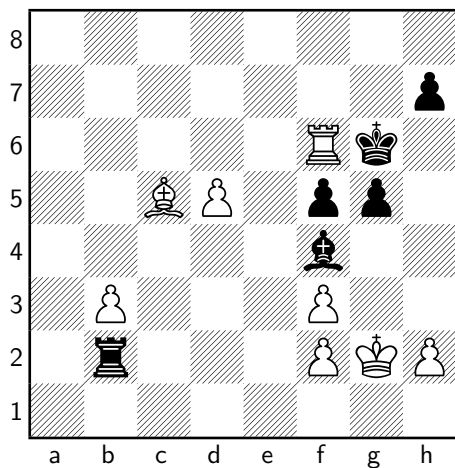


Black to move.

Solution: 23... Qf2#

1.52 Super GM games

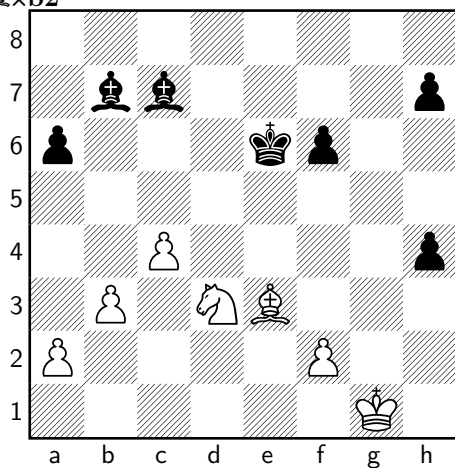
Puzzles from games played by the best players in the world.



Black to move.

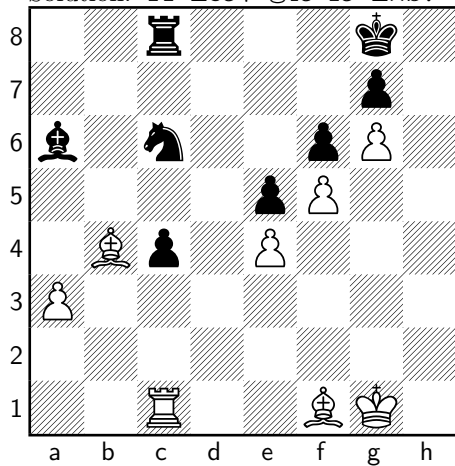
Solution: 37... ♖xf6 38 ♔d4+ ♕e5 39 ♔xb2

♔xb2



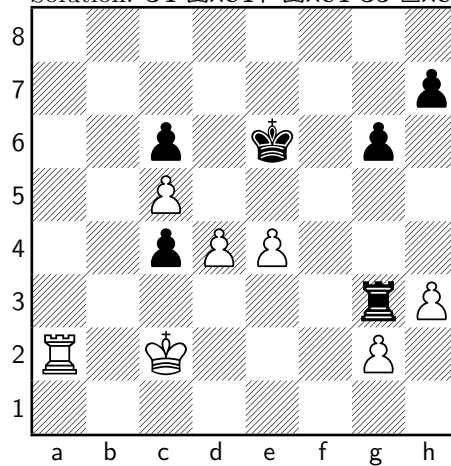
White to move.

Solution: 44 ♖c5+ ♕f5 45 ♖xb7



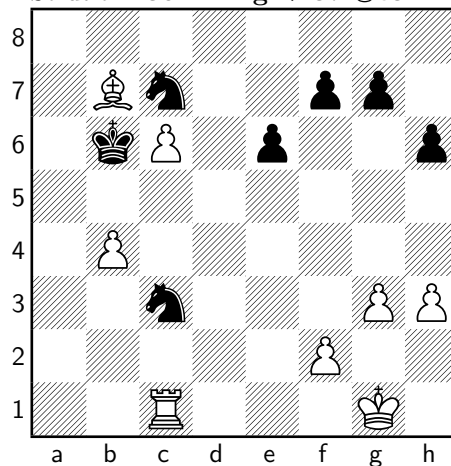
White to move.

Solution: 34 ♔xc4+ ♔xc4 35 ♖xc4



Black to move.

Solution: 36... ♖xg2+ 37 ♕c3 ♖xa2

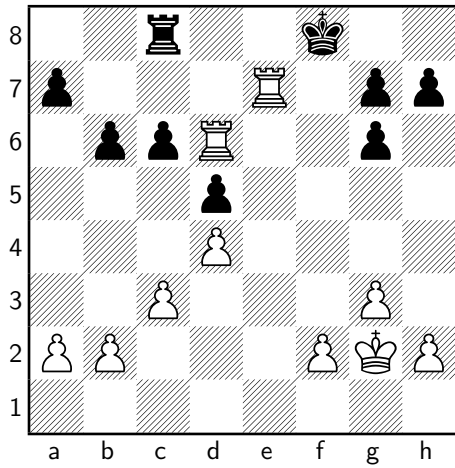


Black to move.

Solution: 44... ♖e2+ 45 ♕g2 ♖xc1

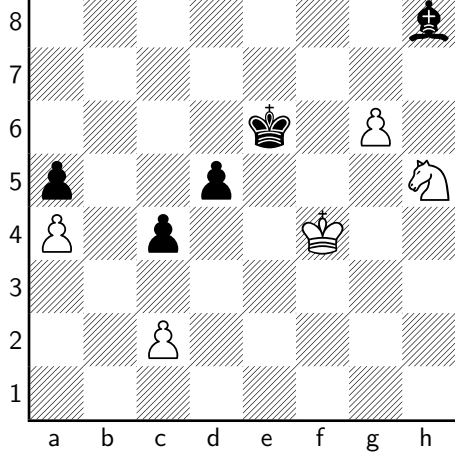
1.53 Trapped piece

A piece is unable to escape capture as it has limited moves.



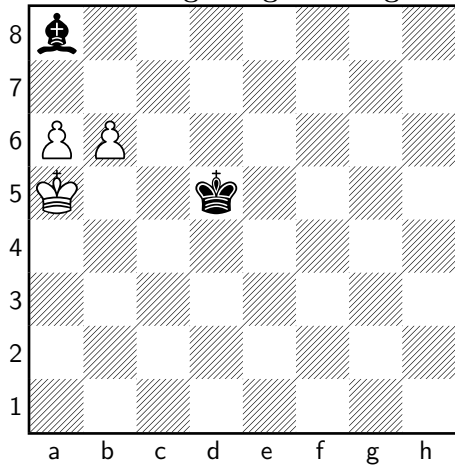
Black to move.

Solution: 25... ♔xe7 26 ♖xg6 hxg6



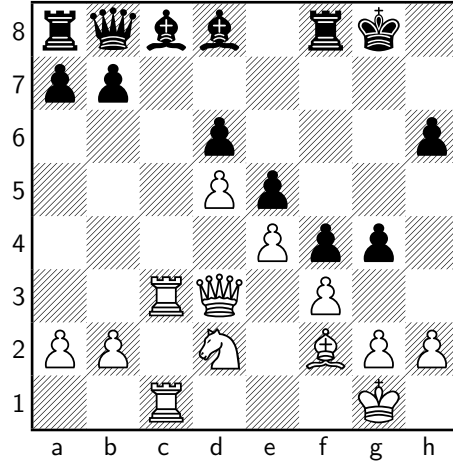
White to move.

Solution: 46 g7 ♕xg7 47 ♘xg7+



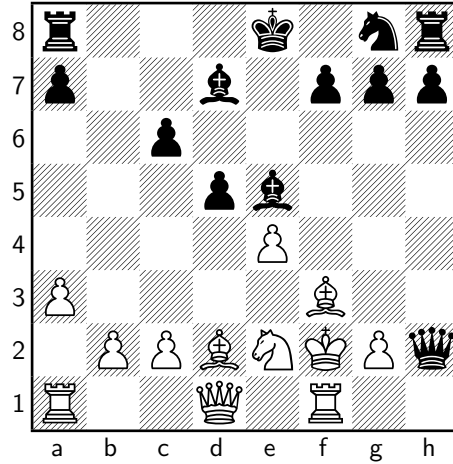
White to move.

Solution: 65 b7 ♕xb7 66 axb7



White to move.

Solution: 22 ♖xc8 ♔xc8 23 ♖xc8

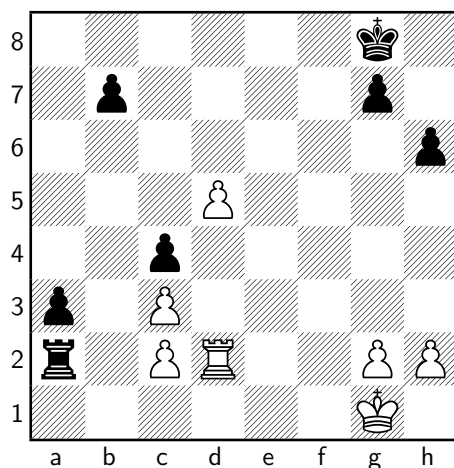


White to move.

Solution: 20 ♖h1 ♔xh1 21 ♖xh1

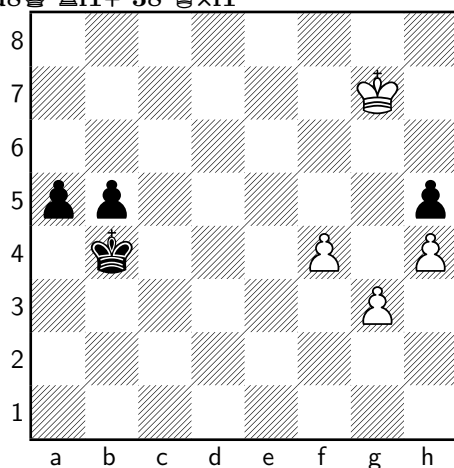
1.54 Very long puzzle

Four moves or more to win.



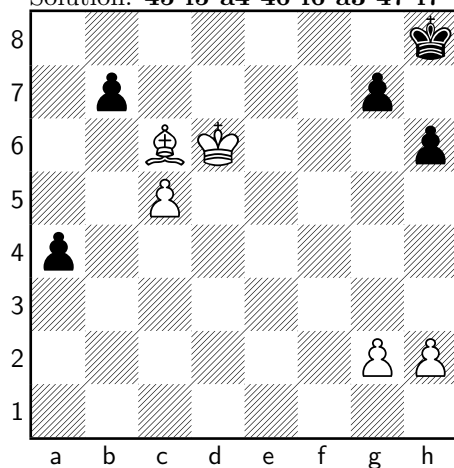
White to move.

Solution: 34 d6 ♖h7 35 d7 ♜a1+ 36 ♖f2 a2 37 d8♞ ♜f1+ 38 ♖xf1



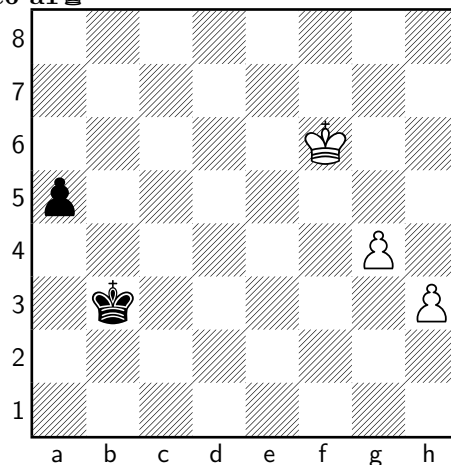
White to move.

Solution: 45 f5 a4 46 f6 a3 47 f7 ♖b3 48 f8♞



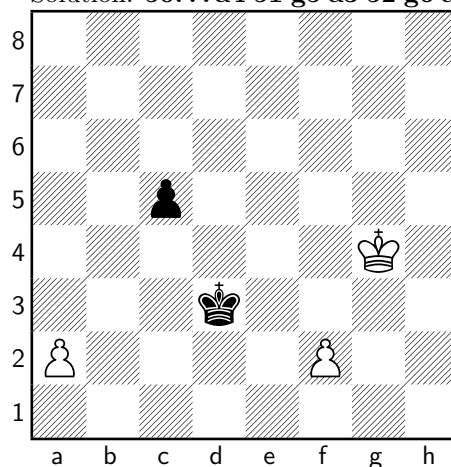
Black to move.

Solution: 50... bxc6 51 ♖xc6 a3 52 ♖b7 a2 53 c6 a1♞



Black to move.

Solution: 50... a4 51 g5 a3 52 g6 a2 53 g7 a1♞+

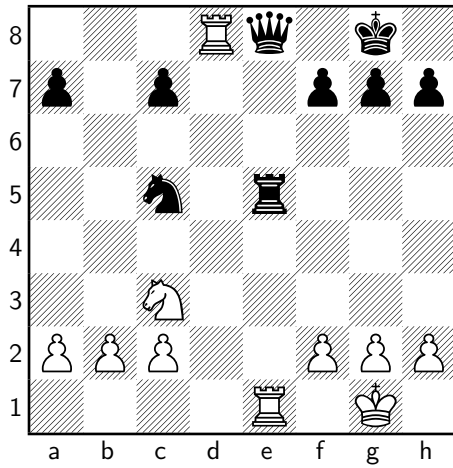


Black to move.

Solution: 72... c4 73 f4 c3 74 f5 c2 75 f6 c1♞

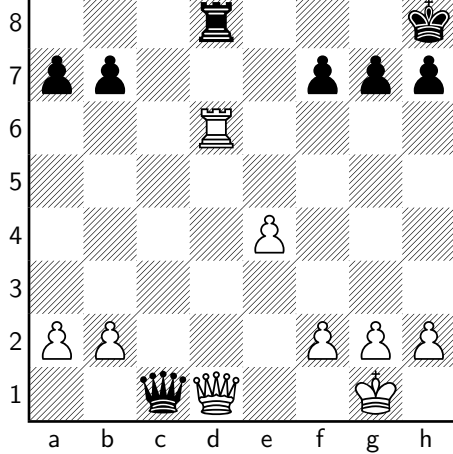
1.55 X-Ray attack

A piece attacks or defends a square, through an enemy piece.



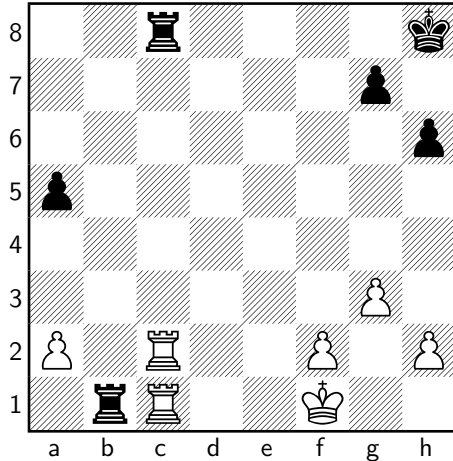
White to move.

Solution: 20 ♖xe8+ ♖xe8 21 ♖xe8#



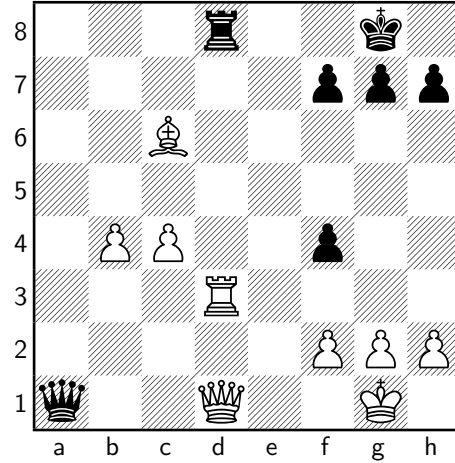
Black to move.

Solution: 22... ♖xd1+ 23 ♖xd1 ♖xd1#



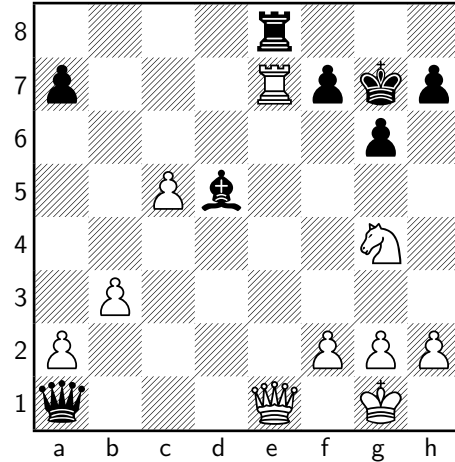
Black to move.

Solution: 40... ♖xc1+ 41 ♖xc1 ♖xc1+



Black to move.

Solution: 27... ♖xd1+ 28 ♖xd1 ♖xd1#

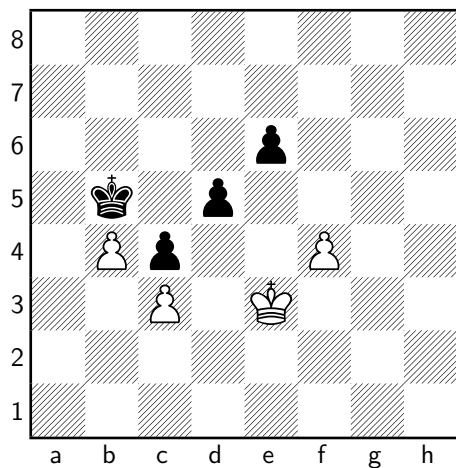


Black to move.

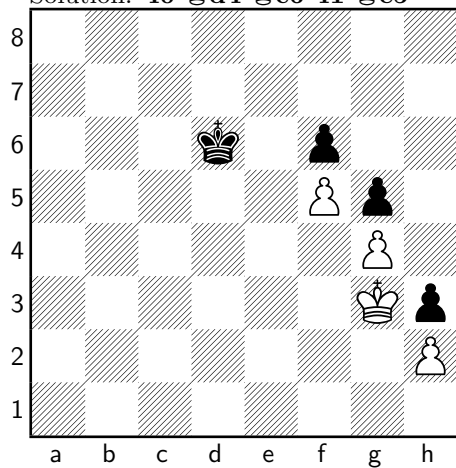
Solution: 27... ♖xe1+ 28 ♖xe1 ♖xe1#

1.56 Zugzwang

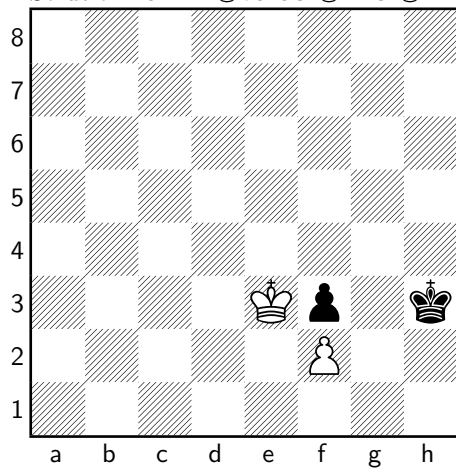
The opponent is limited in the moves they can make, and all moves worsen their position.



Solution: 40 ♖d4 ♜c6 41 ♖e5

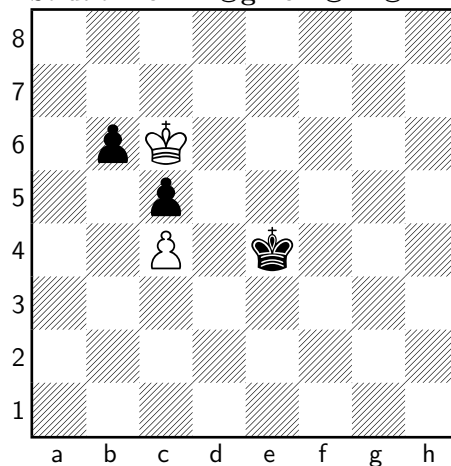


Solution: 52... ♜e5 53 ♜xh3 ♜f4 54 ♜g2 ♜xg4



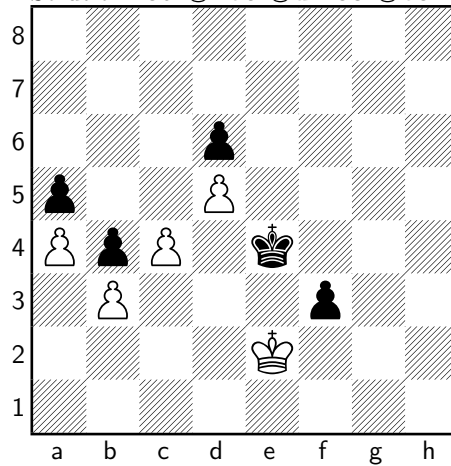
Black to move.

Solution: 61... ♜g2 62 ♜f4 ♜xf2



White to move.

Solution: 59 ♜xb6 ♜d4 60 ♜b5



White to move.

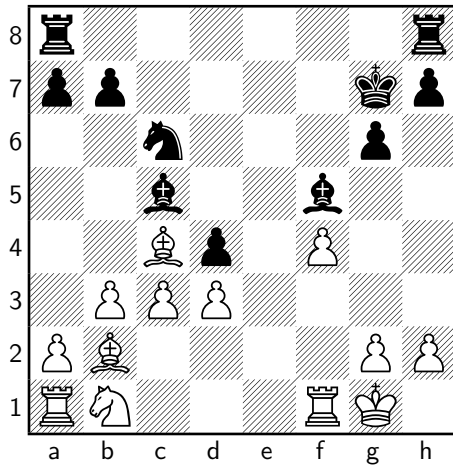
Solution: 62 ♜f2 ♜d4 63 ♜xf3

Chapter 2

1500 rated problems.

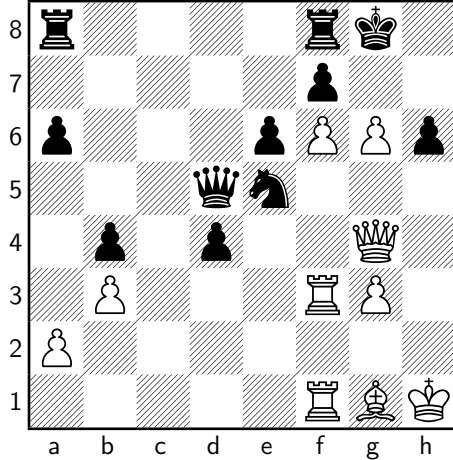
2.1 Advanced pawn

One of your pawns is deep into the opponent position, maybe threatening to promote.



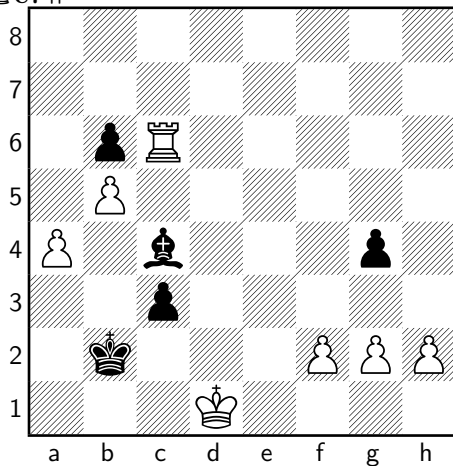
Black to move.

Solution: 17...dxc3+ 18 ♖h1 cxb2



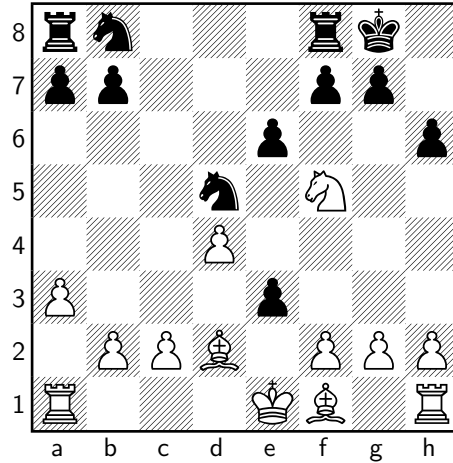
White to move.

Solution: 27 gxf7+ ♕xf7 28 ♖g7+ ♕e8 29 ♖e7#



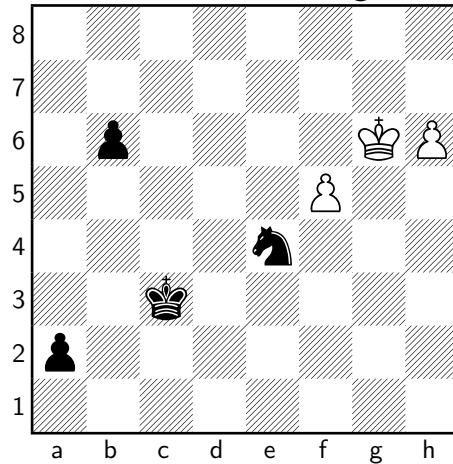
Black to move.

Solution: 48...c2+ 49 ♕d2 c1♖#



Black to move.

Solution: 14...exd2+ 15 ♕xd2 exf5

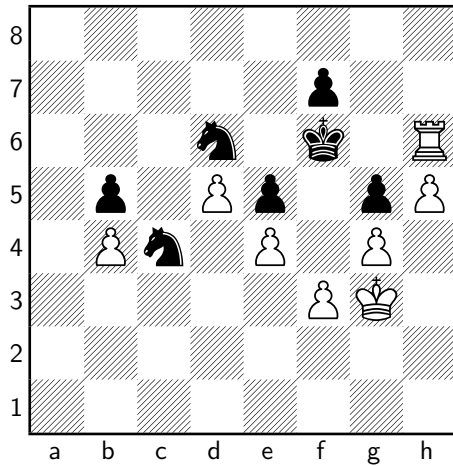


White to move.

Solution: 49 h7 ♕b3 50 h8♖

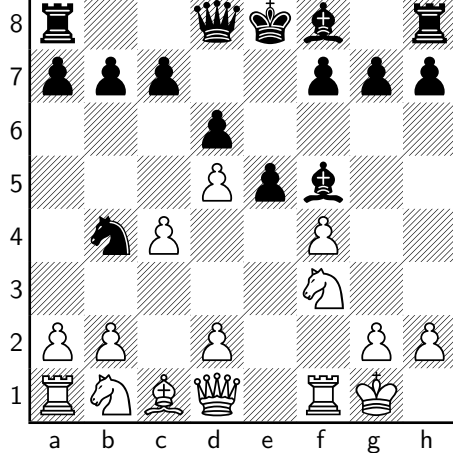
2.2 Advantage

Seize your chance to get a decisive advantage. (200cp eval 600cp)



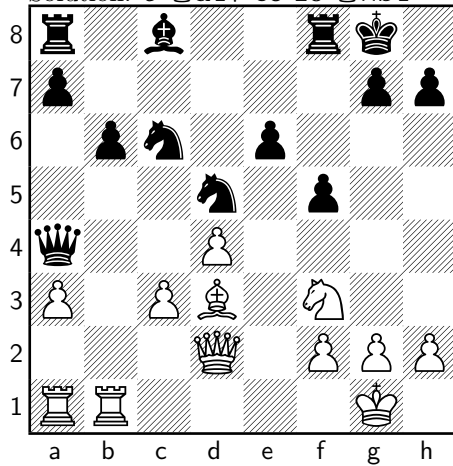
Black to move.

Solution: 47... ♔g7 48 ♖xg6 ♘xg6



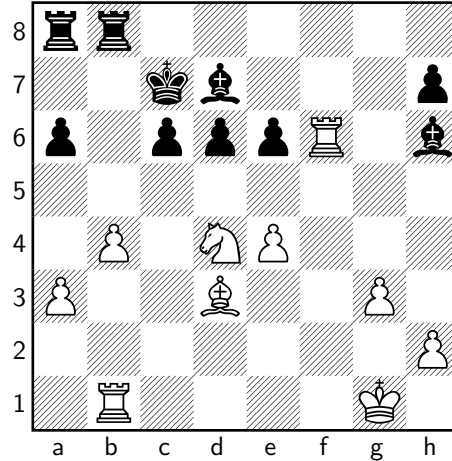
White to move.

Solution: 9 ♗a4+ c6 10 ♗xb4



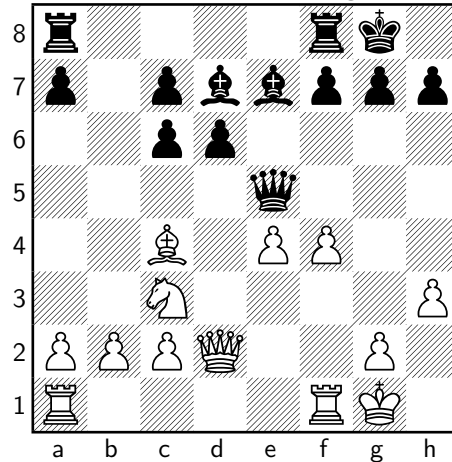
White to move.

Solution: 20 ♗b5 ♗a5 21 ♗xc6



Black to move.

Solution: 24... ♗e3+ 25 ♗h1 ♗xd4

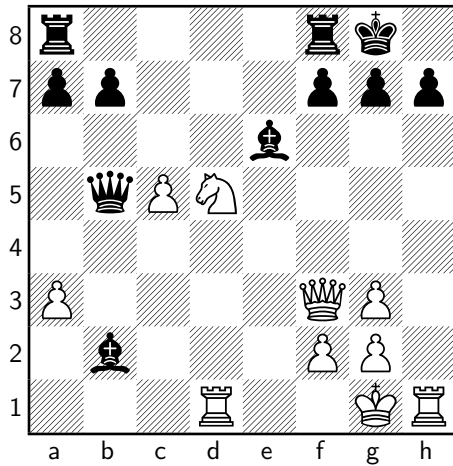


Black to move.

Solution: 14... ♗c5+ 15 ♗h2 ♗xc4

2.3 Anastasia's mate

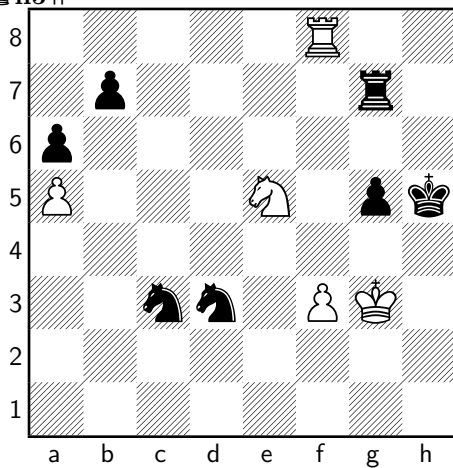
A knight and rook or queen team up to trap the opposing king between the side of the board and a friendly piece.



White to move.

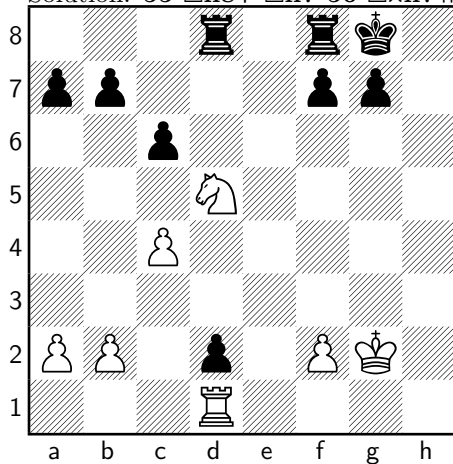
Solution: 19 ♖e7+ ♜h8 20 ♜xh7+ ♜xh7 21

♜h5#



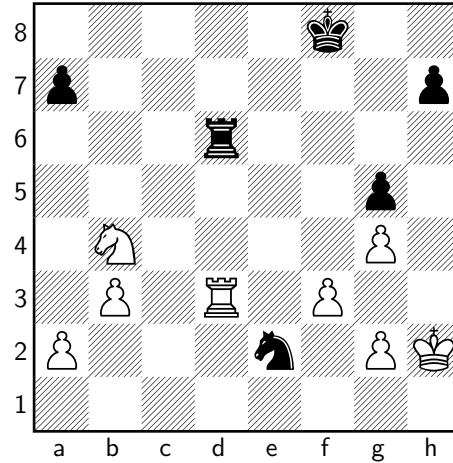
White to move.

Solution: 55 ♜h8+ ♜h7 56 ♜xh7#



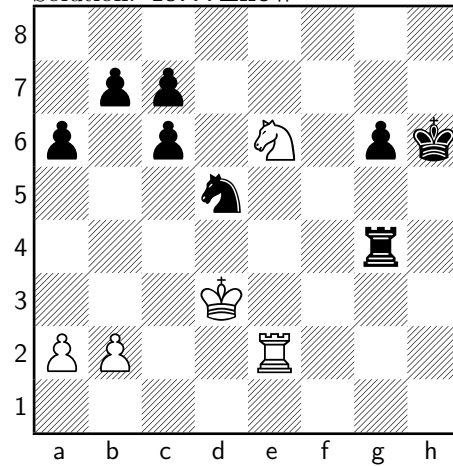
White to move.

Solution: 30 ♖e7+ ♜h7 31 ♜h1#



Black to move.

Solution: 40... ♜h6#

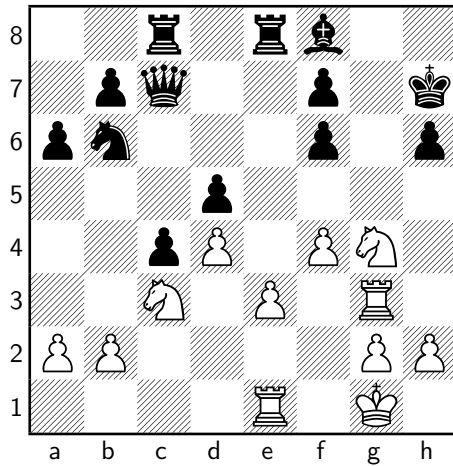


White to move.

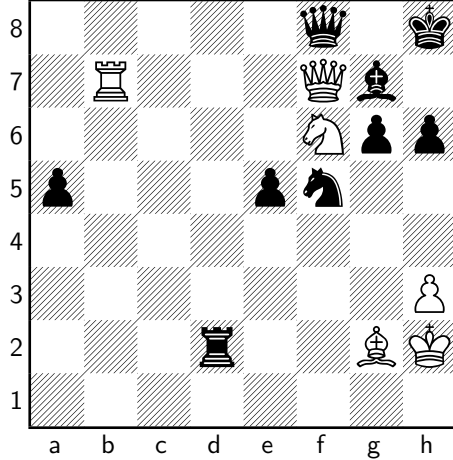
Solution: 30 ♜h2+ ♜h4 31 ♜xh4#

2.4 Arabian mate

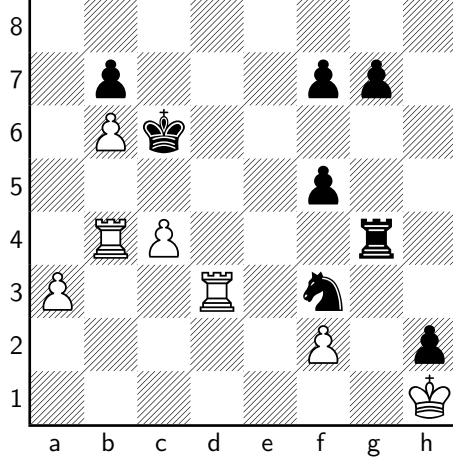
A knight and a rook team up to trap the opposing king on a corner of the board.



Solution: 25 ♖xf6+ ♜h8 26 ♜g8#

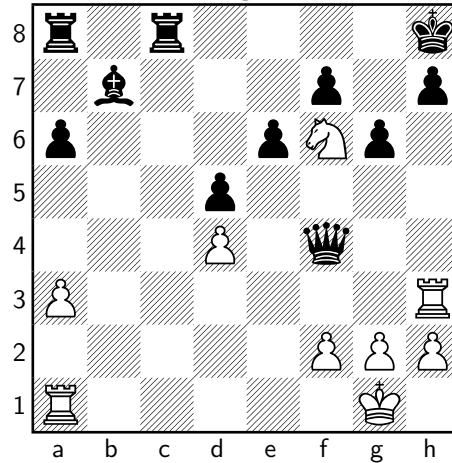


Solution: 38 ♜xf8+ ♜xf8 39 ♜h7#

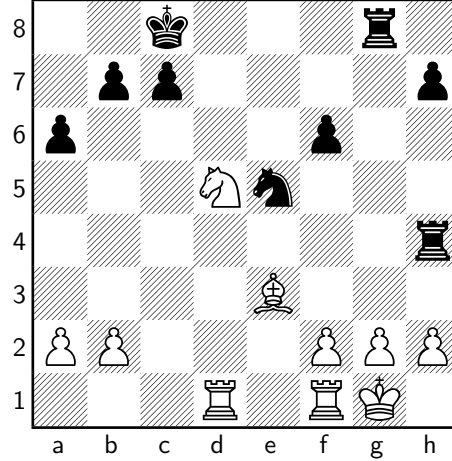


Black to move.

Solution: 37... ♜g1#



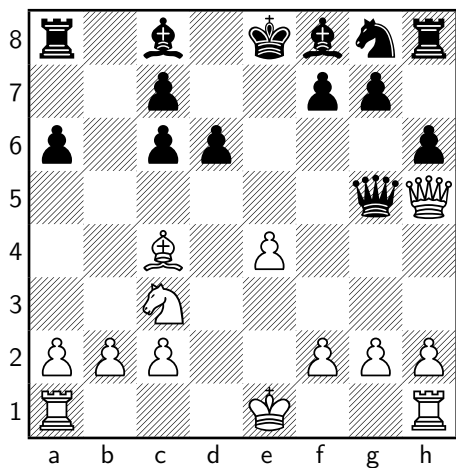
Solution: 30 ♜xh7#



Solution: 24... ♜f3+ 25 ♜h1 ♜xh2#

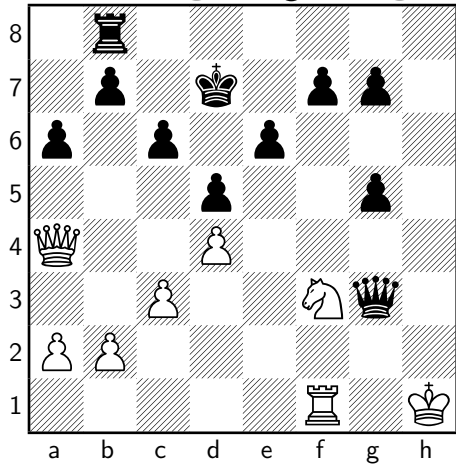
2.5 Attacking f2 or f7

An attack focusing on the f2 or f7 pawn, such as in the fried liver opening.



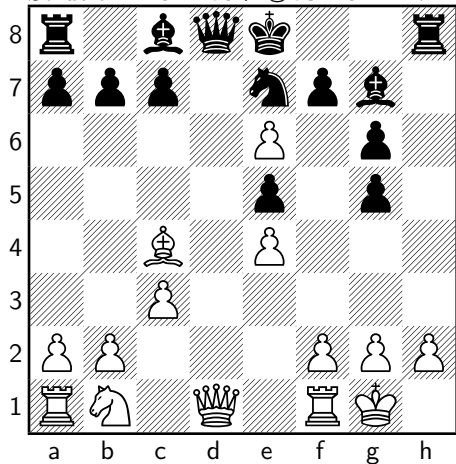
White to move.

Solution: 10 ♖xf7+ ♔d8 11 ♖xf8+



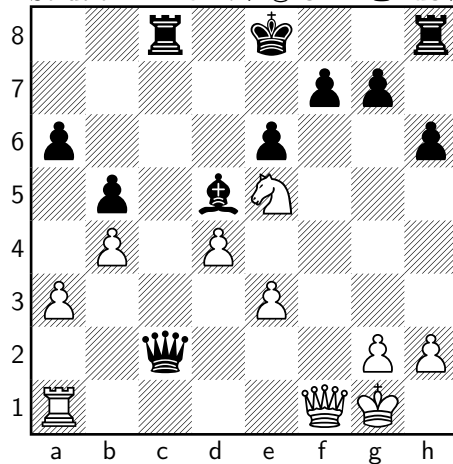
White to move.

Solution: 25 ♘e5+ ♔e8 26 ♖xf7



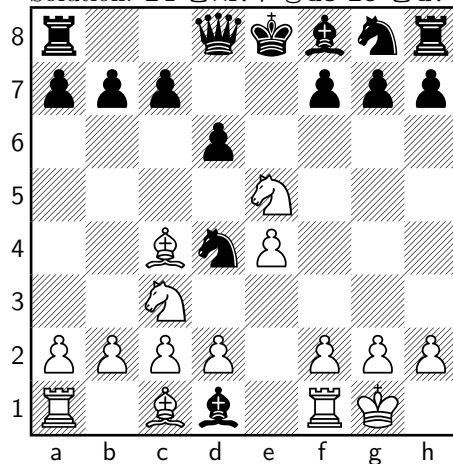
White to move.

Solution: 11 exf7+ ♔f8 12 ♖xd8#



White to move.

Solution: 24 ♖xf7+ ♔d8 25 ♖d7#

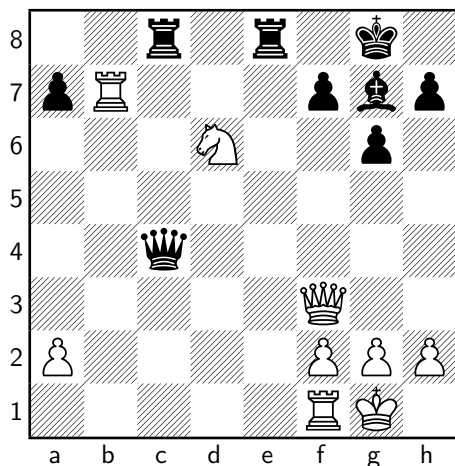


White to move.

Solution: 9 ♖xf7+ ♔e7 10 ♘d5#

2.6 Attraction

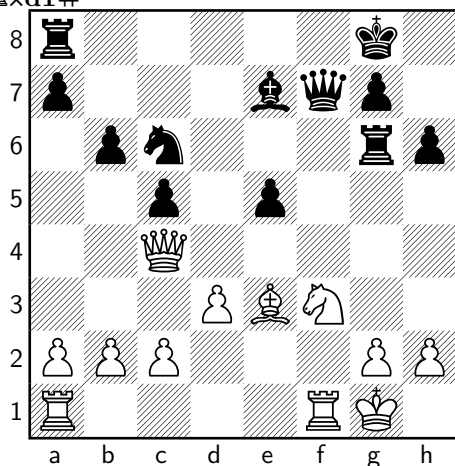
An exchange or sacrifice encouraging or forcing an opponent piece to a square that allows a follow-up tactic.



Black to move.

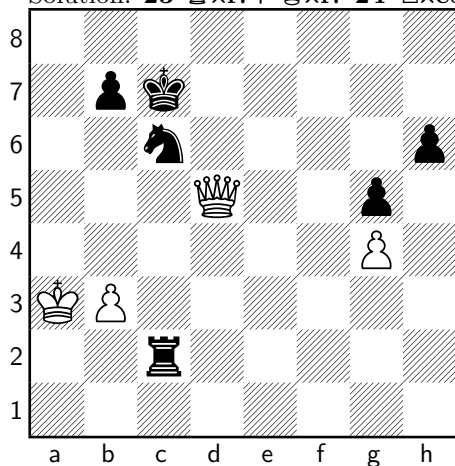
Solution: 23... ♖xf1+ 24 ♔xf1 ♜c1+ 25 ♚d1

♜xd1#



White to move.

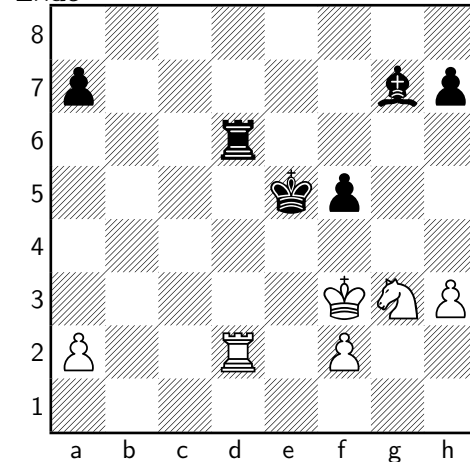
Solution: 23 ♚xf7+ ♔xf7 24 ♘xe5+



Black to move.

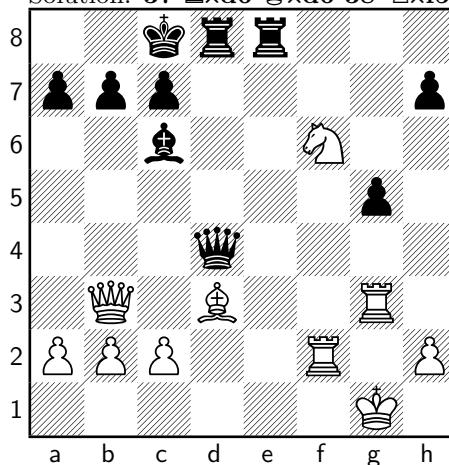
Solution: 37... ♜a2+ 38 ♔xa2 ♘b4+ 39 ♔b2

♘xd5



White to move.

Solution: 37 ♜xd6 ♔xd6 38 ♘xf5+

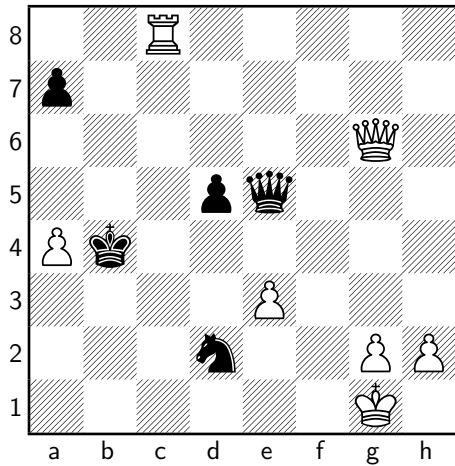


Black to move.

Solution: 25... ♜e1+ 26 ♔f1 ♜xf1+ 27 ♔xf1 ♚d1#

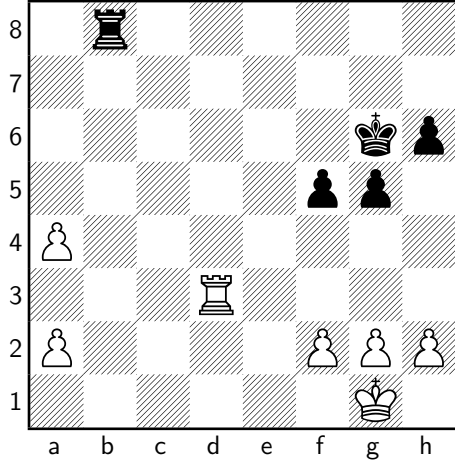
2.7 Back rank mate

Checkmate the king on the home rank, when it is trapped there by its own pieces.



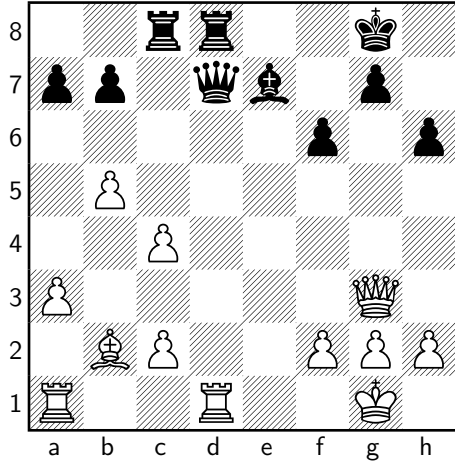
Black to move.

Solution: 29... ♖xe3+ 30 ♔h1 ♕e1#



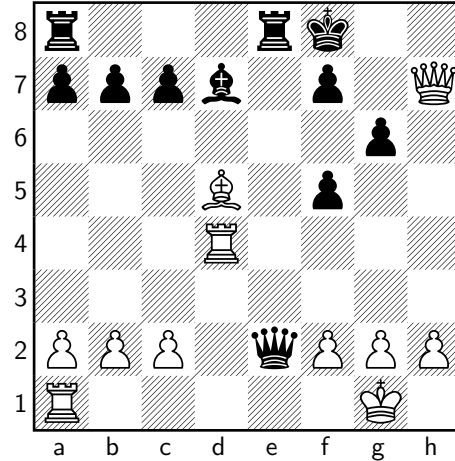
Black to move.

Solution: 34... ♖b1+ 35 ♔d1 ♖xd1#



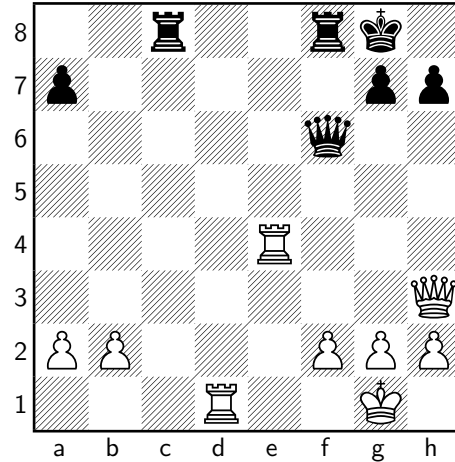
Black to move.

Solution: 24... ♖xd1+ 25 ♔xd1 ♖xd1#



Black to move.

Solution: 22... ♖e1+ 23 ♔xe1 ♖xe1#

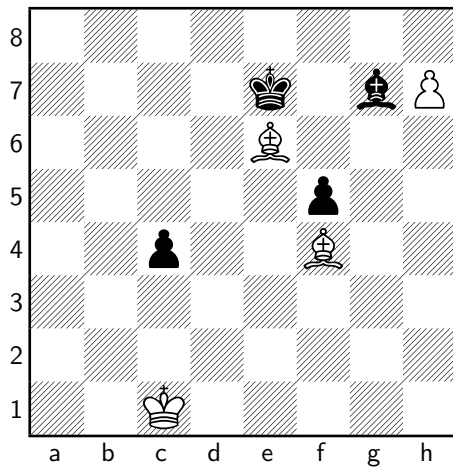


Black to move.

Solution: 23... ♖xf2+ 24 ♔h1 ♖f1+ 25 ♖xf1 ♖xf1#

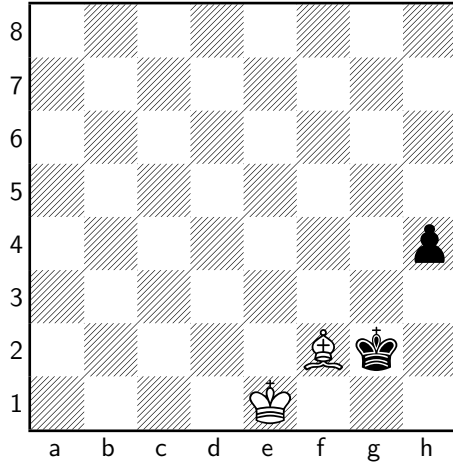
2.8 Bishop endgame

An endgame with only bishops and pawns.



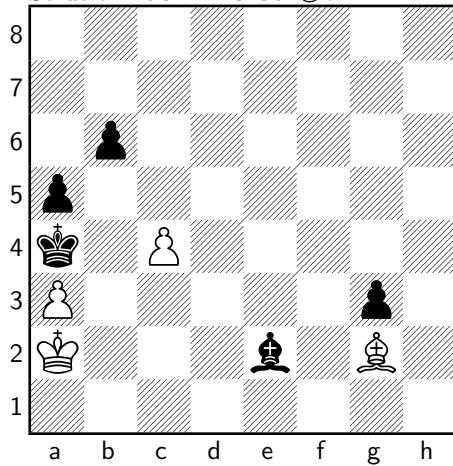
Black to move.

Solution: 40... ♔xe6 41 h8♔ ♕xh8



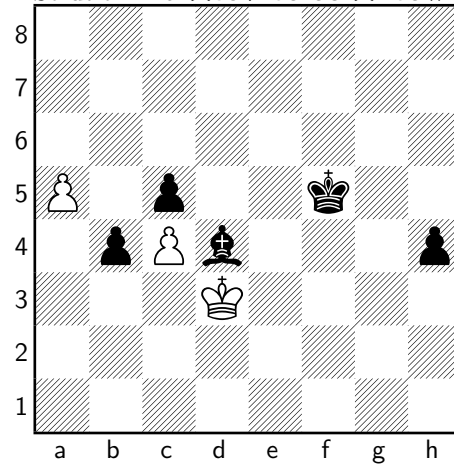
Black to move.

Solution: 58... h3 59 ♔e2 h2



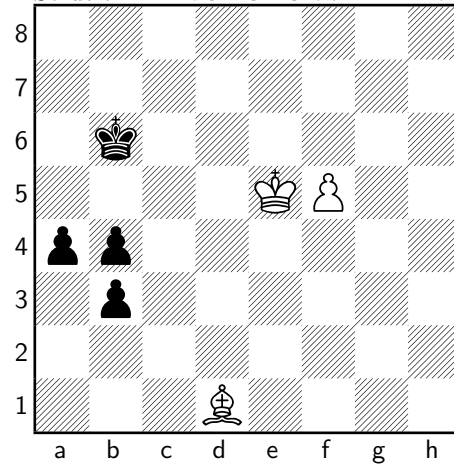
White to move.

Solution: 49 ♕c6+ b5 50 ♕xb5♯



White to move.

Solution: 42 a6 h3 43 a7 h2 44 a8♔

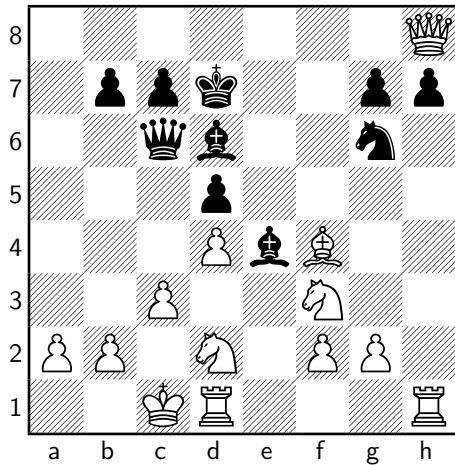


Black to move.

Solution: 49... b2 50 f6 b1♔

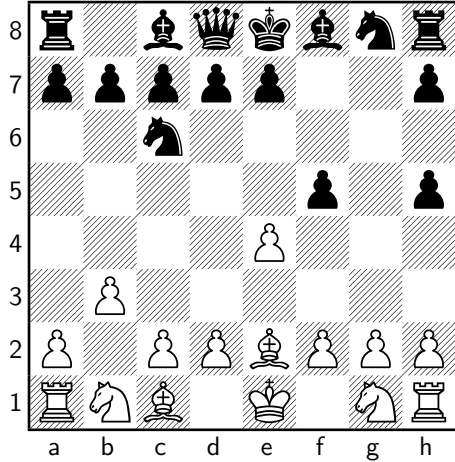
2.9 Boden's mate

Two attacking bishops on criss-crossing diagonals deliver mate to a king obstructed by friendly pieces.



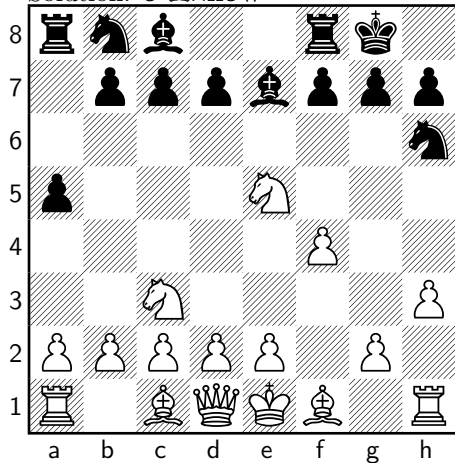
Black to move.

Solution: 20... ♖xc3+ 21 bxc3 ♜a3#



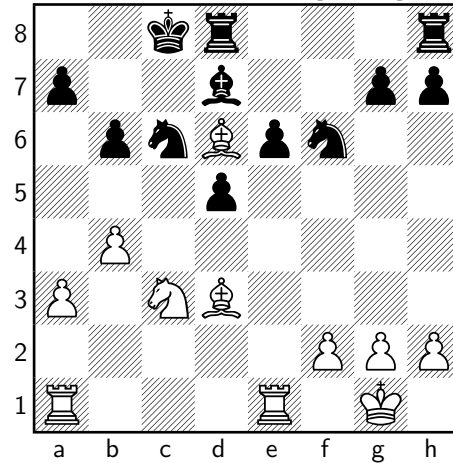
White to move.

Solution: 5 ♜xh5#



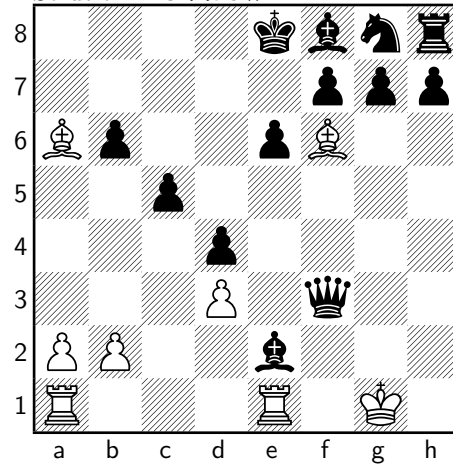
Black to move.

Solution: 7... ♜h4+ 8 g3 ♜xg3#



White to move.

Solution: 18 ♜a6#

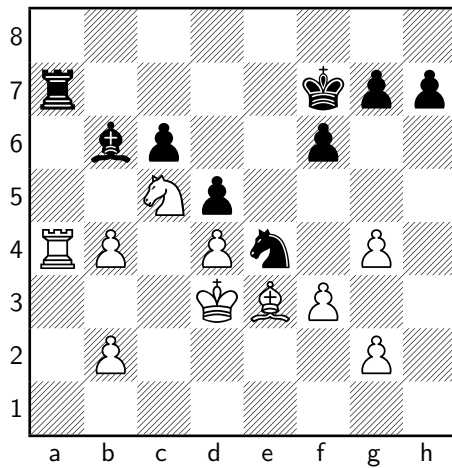


White to move.

Solution: 26 ♜b5+ ♖c6 27 ♜xc6#

2.10 Capture the defender

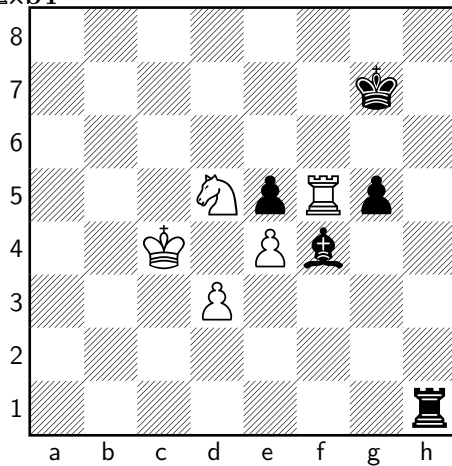
Removing a piece that is critical to defence of another piece, allowing the now undefended piece to be captured on a following move.



Black to move.

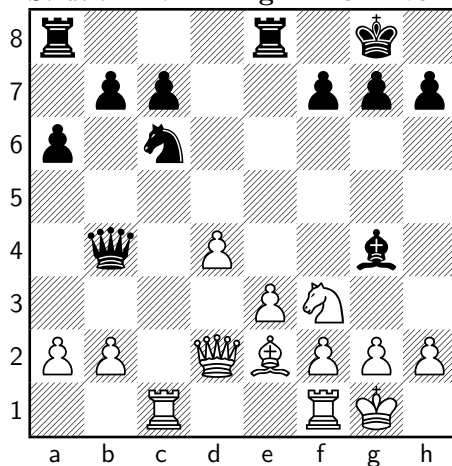
Solution: 35... ♖xc5+ 36 dxc5 ♜xa4 37 cxb6

♜xb4



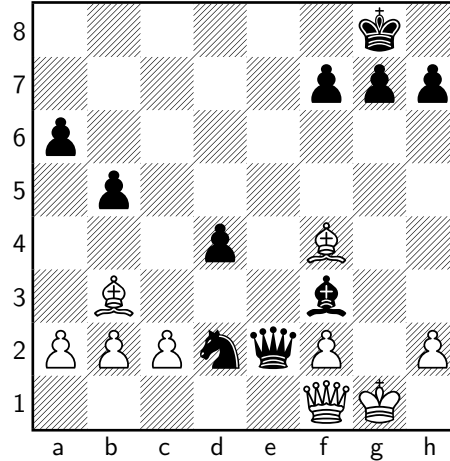
White to move.

Solution: 47 ♖xf4 gxf4 48 ♜xe5



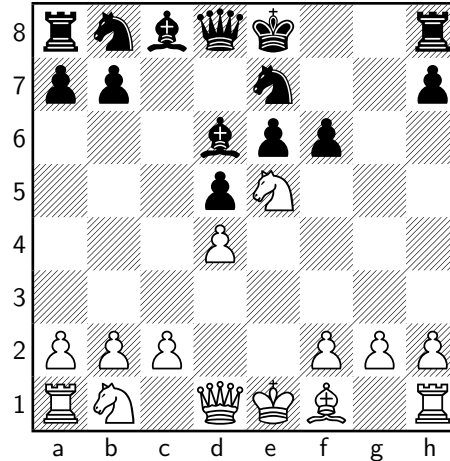
Black to move.

Solution: 14... ♜xd2 15 ♖xd2 ♜xe2



White to move.

Solution: 28 ♜xe2 ♜xe2 29 ♜xd2

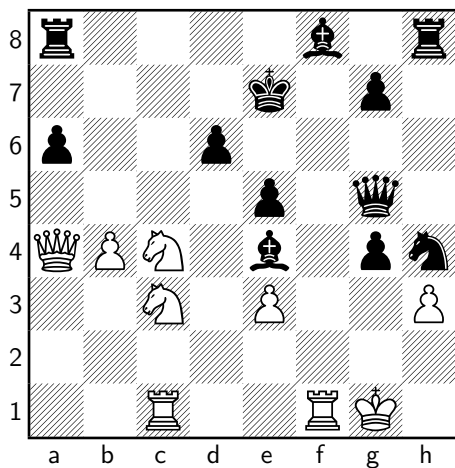


White to move.

Solution: 9 ♜h5+ ♖g6 10 ♖xg6 h×g6 11 ♜×h8+

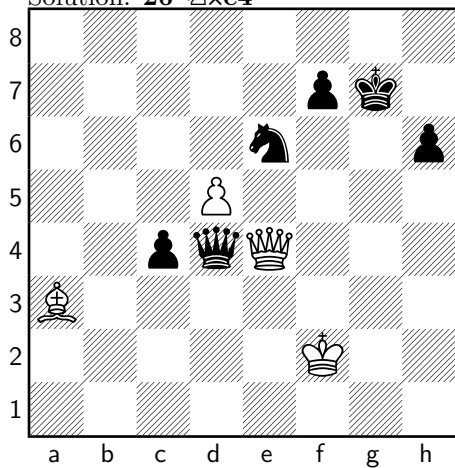
2.11 Crushing

Spot the opponent blunder to obtain a crushing advantage. (eval 600cp)



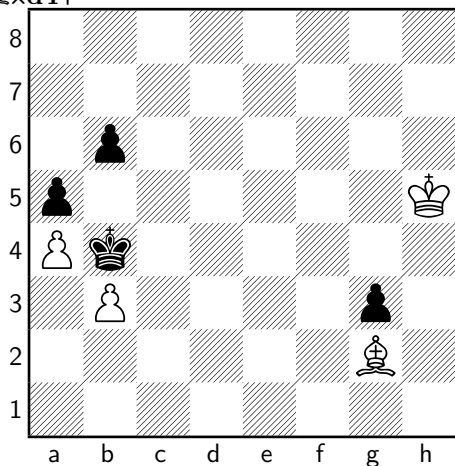
White to move.

Solution: 26 ♖xe4



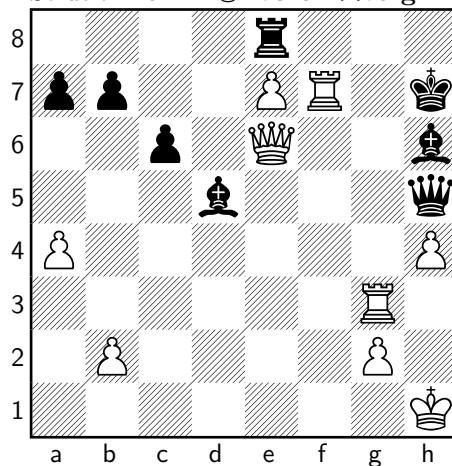
White to move.

Solution: 48 ♖xd4+ ♗xd4 49 ♙b2 ♖f6 50 ♙xd4+



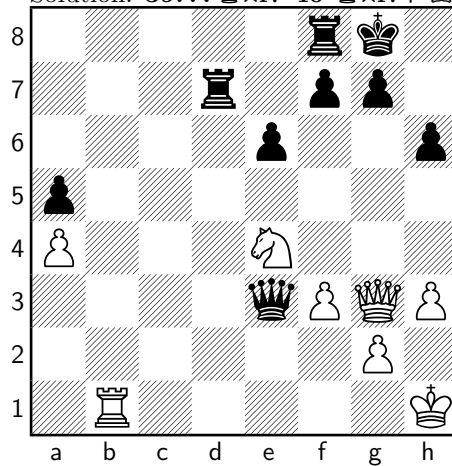
Black to move.

Solution: 61... ♖xb3 62 ♙c6 g2



Black to move.

Solution: 39... ♖xf7 40 ♖xf7+ ♙xf7

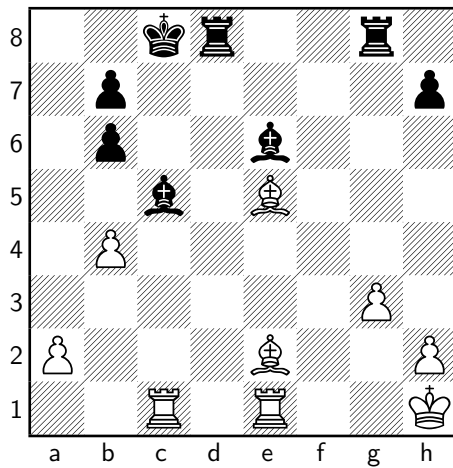


White to move.

Solution: 31 ♗f6+ ♖h8 32 ♗xd7

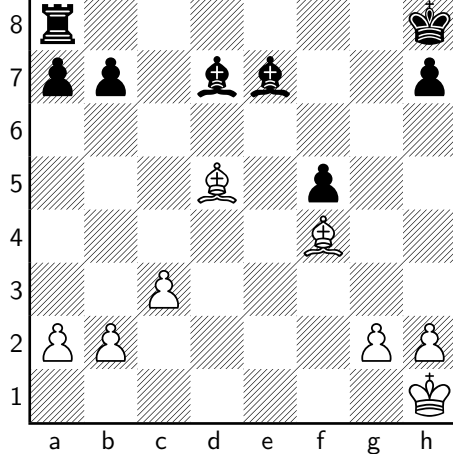
2.12 Double bishop mate

Two attacking bishops on adjacent diagonals deliver mate to a king obstructed by friendly pieces.



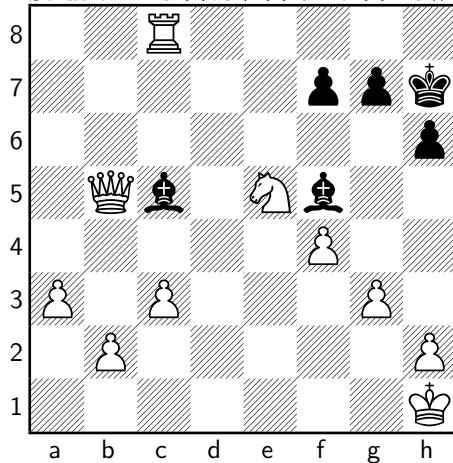
Black to move.

Solution: 26... ♗d5+ 27 ♗f3 ♗×f3#



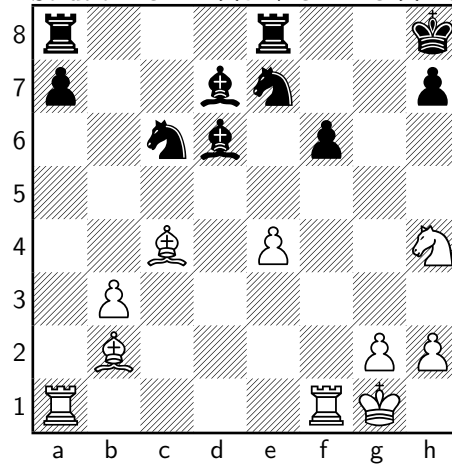
White to move.

Solution: 26 ♗e5+ ♗f6 27 ♗×f6#



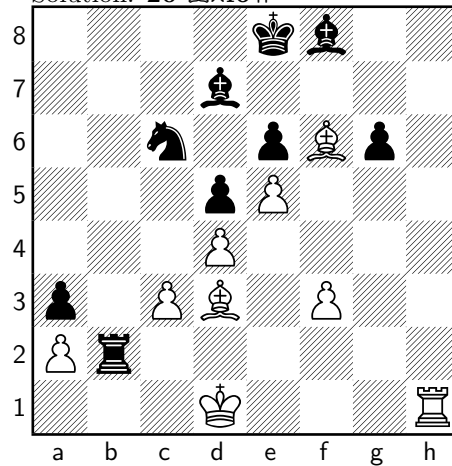
Black to move.

Solution: 31... ♗e4+ 32 ♖f3 ♗×f3#



White to move.

Solution: 20 ♗×f6#

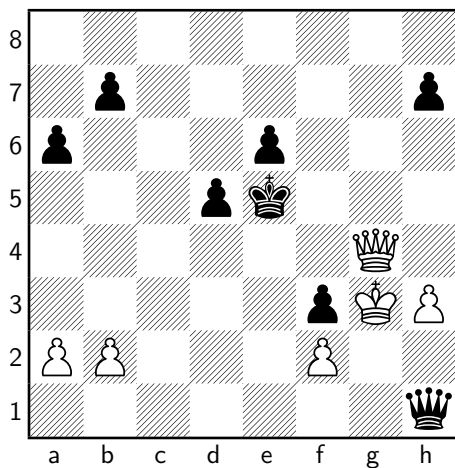


White to move.

Solution: 31 ♗×g6#

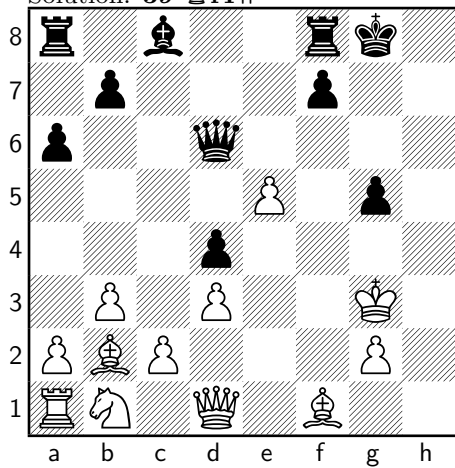
2.13 Dovetail mate

A queen delivers mate to an adjacent king, whose only two escape squares are obstructed by friendly pieces.



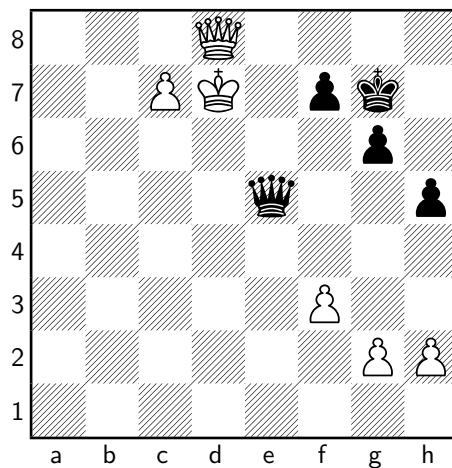
White to move.

Solution: 39 ♕f4#



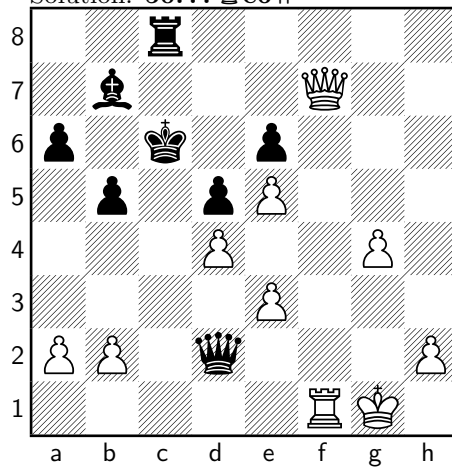
Black to move.

Solution: 20... ♕xe5+ 21 ♖f2 ♕e3#



Black to move.

Solution: 50... ♕e6#

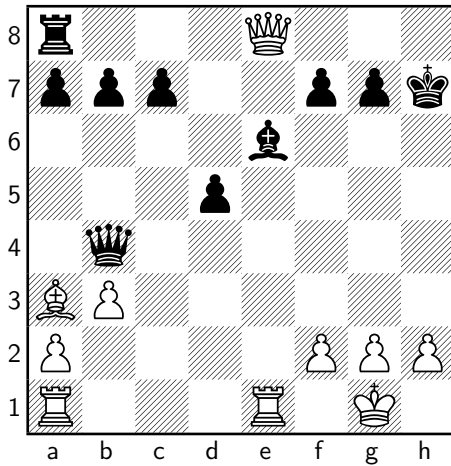


White to move.

Solution: 28 ♕xe6+ ♔c7 29 ♕d6#

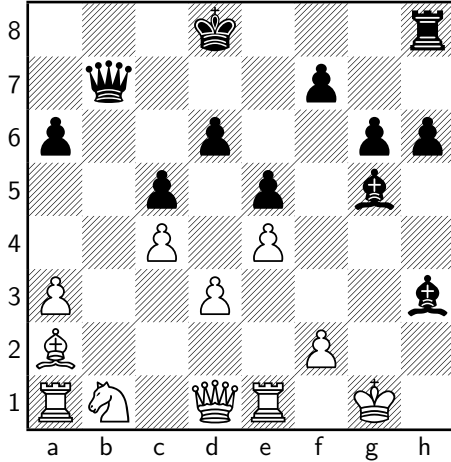
2.14 Equality

Come back from a losing position, and secure a draw or a balanced position. (eval 200cp)



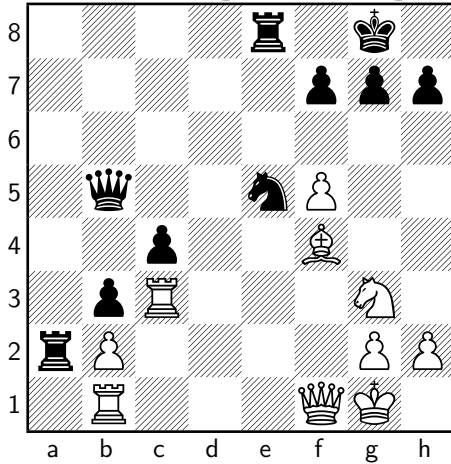
Black to move.

Solution: 17... ♖xe1+ 18 ♜xe1 ♜xe8



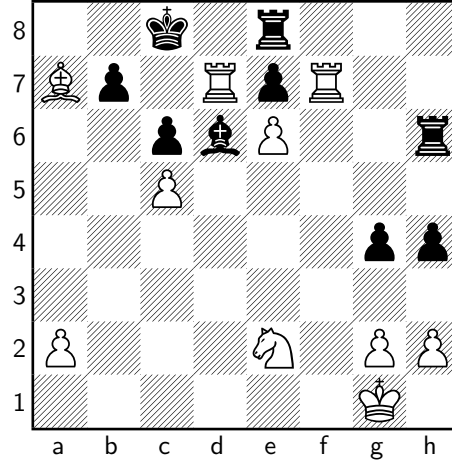
Black to move.

Solution: 31... ♖b2 32 ♘c3 ♖xc3



Black to move.

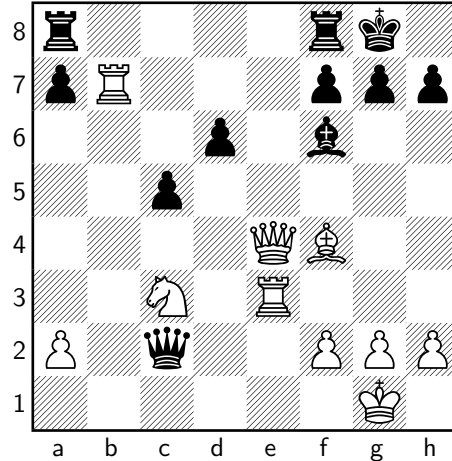
Solution: 33... ♘d3 34 ♜xd3 cxd3



Black to move.

Solution: 32... ♜xe6 33 ♜xd6 exd6 34 cxd6

♜xd6

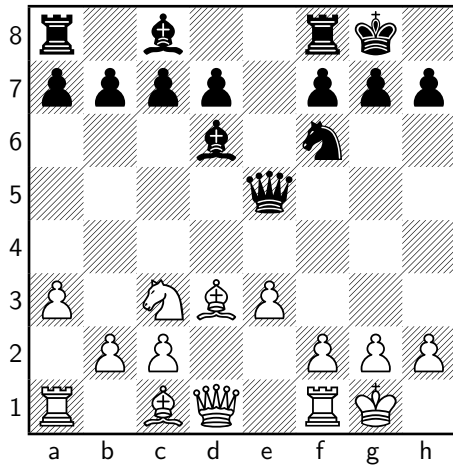


Black to move.

Solution: 17... ♖c1+ 18 ♜e1 ♖xc3

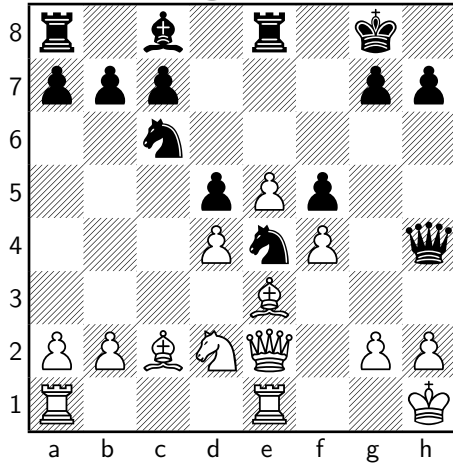
2.15 Kingside attack

An attack of the opponent's king, after they castled on the king side.



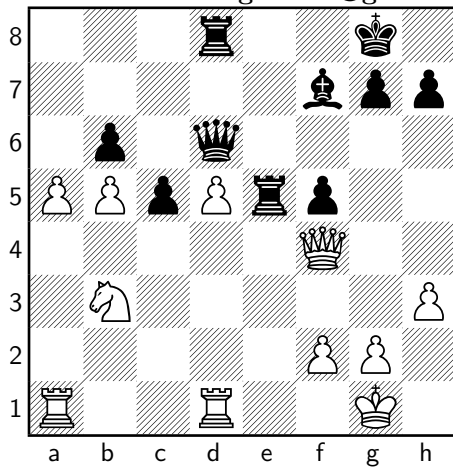
Black to move.

Solution: 9... ♖xh2#



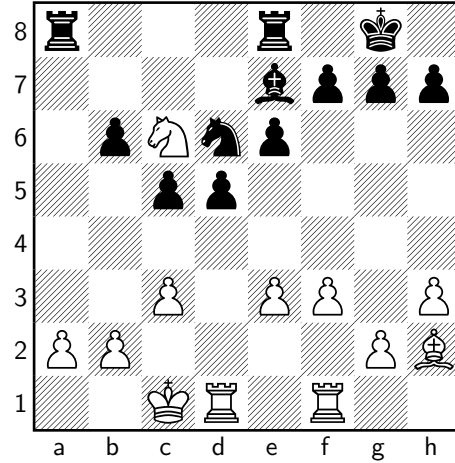
Black to move.

Solution: 16... ♖g3+ 17 ♔g1 ♖xh2#



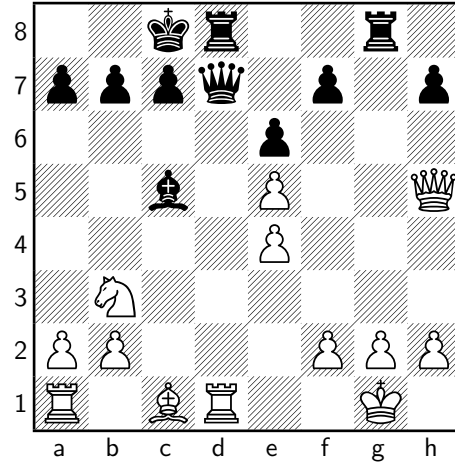
Black to move.

Solution: 28... ♖e1+ 29 ♔xh1 ♖xf4



White to move.

Solution: 19 ♖xh7+ 19... ♖xh7 20 ♔d6

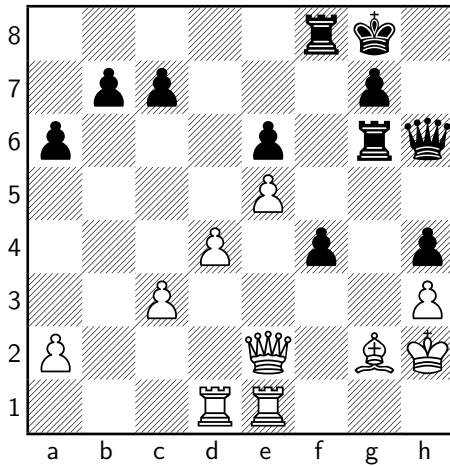


Black to move.

Solution: 16... ♖xh1+ 17 ♔xh1 ♖xh1#

2.16 Clearance

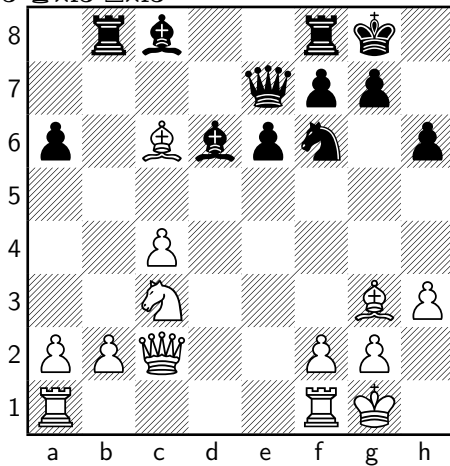
A move, often with tempo, that clears a square, file or diagonal for a follow-up tactical idea.



Black to move.

Solution: 30... f3 31 ♖xf3 ♗f4+ 32 ♘h1 ♗xf3+

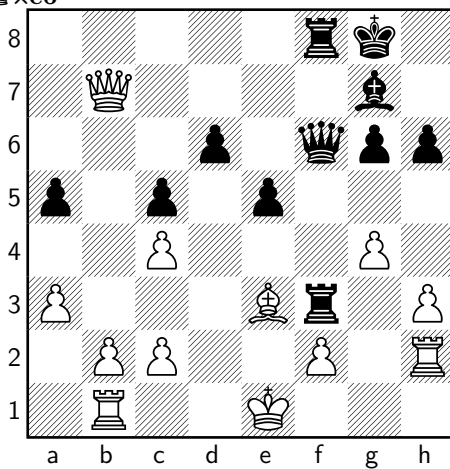
33 ♗xf3 ♖xf3



Black to move.

Solution: 22... ♗xg3 23 f×g3 ♗c5+ 24 ♖f2

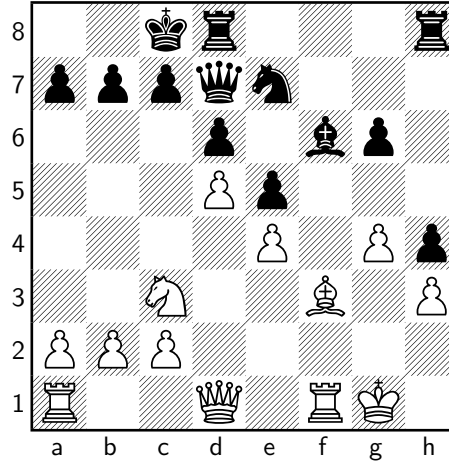
♗xc6



Black to move.

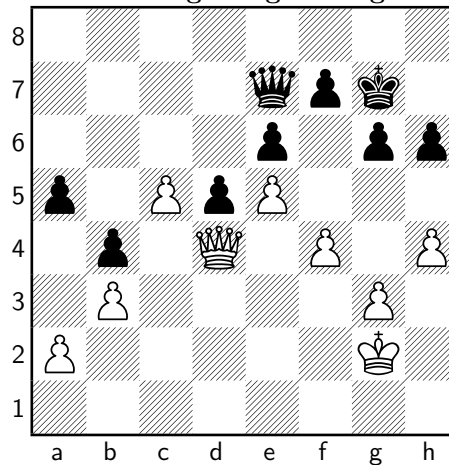
Solution: 23... ♖xe3+ 24 f×e3 ♗f1+ 25 ♘d2

♗xb1



White to move.

Solution: 17 g5 ♗xg5 18 ♗g4

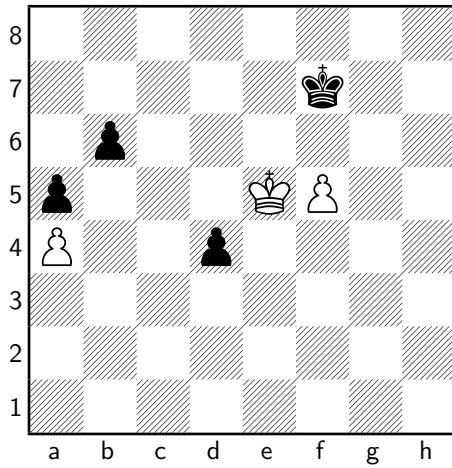


White to move.

Solution: 42 c6 ♗c7 43 ♗c5

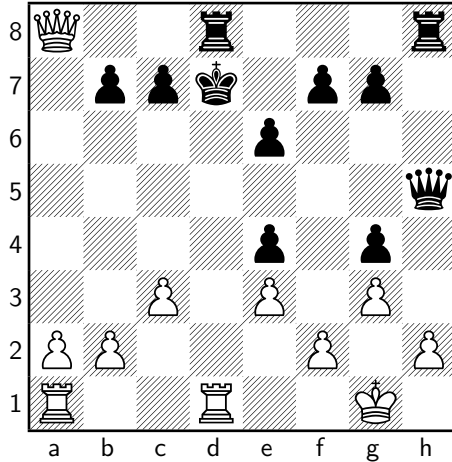
2.17 Defensive move

A precise move or sequence of moves that is needed to avoid losing material or another advantage.



White to move.

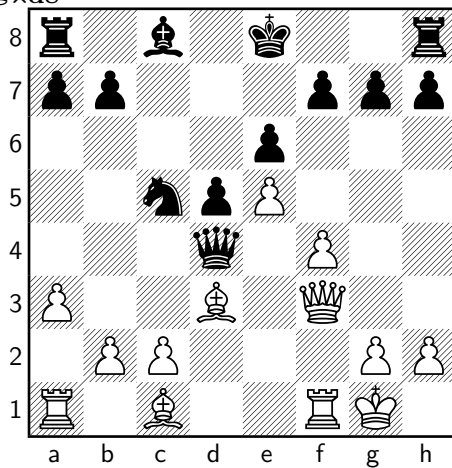
Solution: 46 ♖xd4 ♕f6 47 ♖e4



Black to move.

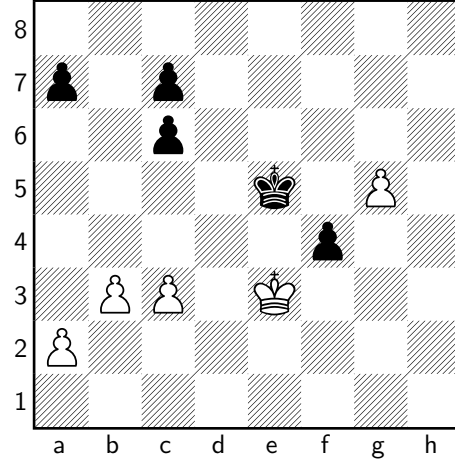
Solution: 19... ♕e7 20 ♖xd8+ ♗xd8 21 ♗xd8

♕xd8



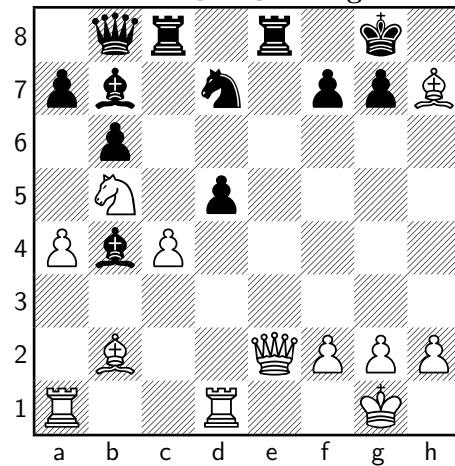
White to move.

Solution: 16 ♗e3 ♖xe3+ 17 ♖xe3



White to move.

Solution: 31 ♕f3 ♕f5 32 g6

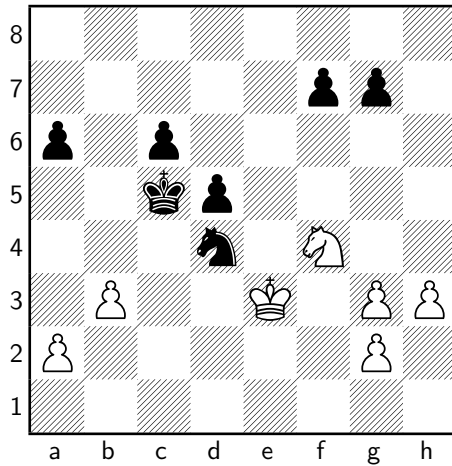


Black to move.

Solution: 19... ♕xh7 20 ♖h5+ ♕g8 21 ♗xg7
♕xg7 22 ♖g5+ ♕f8

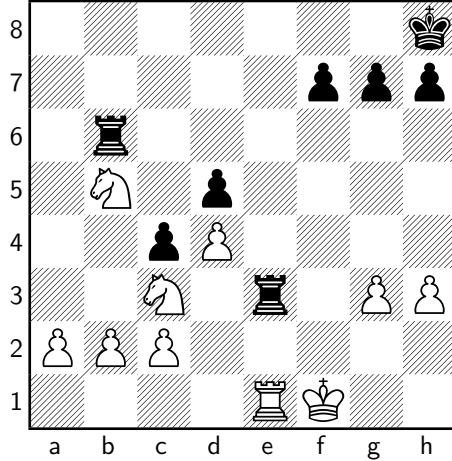
2.18 Deflection

A move that distracts an opponent piece from another duty that it performs, such as guarding a key square. Sometimes also called "overloading".



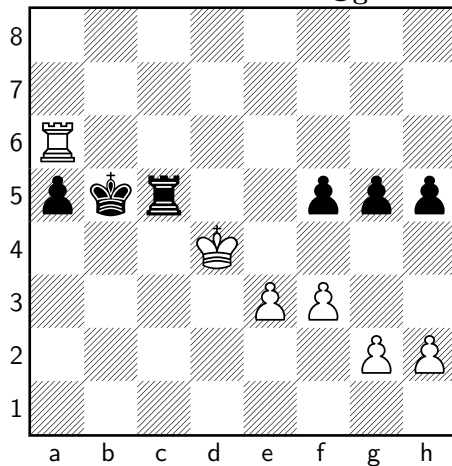
White to move.

Solution: 35 ♖d3+ ♕d6 36 ♔xd4



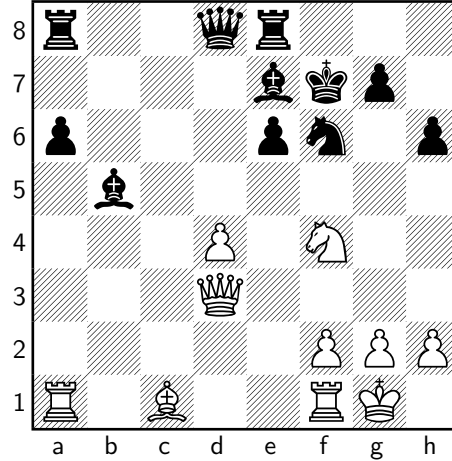
Black to move.

Solution: 24... ♖f6+ 25 ♕g2 ♖xe1



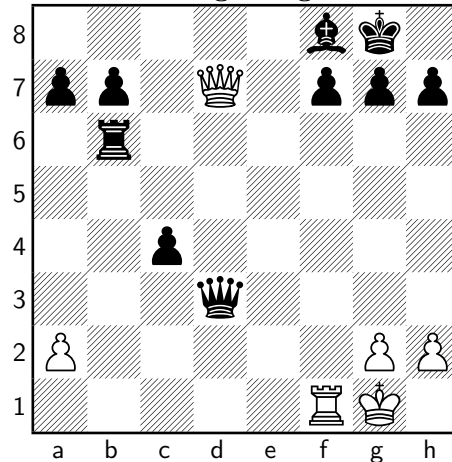
White to move.

Solution: 47 ♖xa5+ ♕xa5 48 ♕xc5



White to move.

Solution: 20 ♖g6+ ♕g8 21 ♖xe6 ♖f8 22 ♖xd8

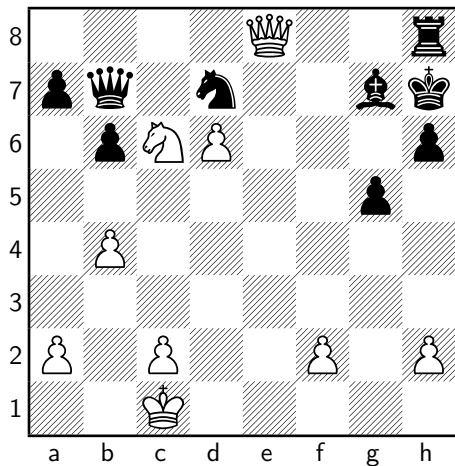


White to move.

Solution: 24 ♖xf7+ ♕h8 25 ♖xf8#

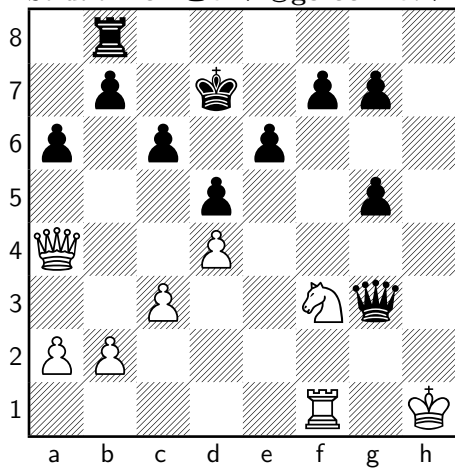
2.19 Discovered attack

Moving a piece (such as a knight), that previously blocked an attack by a long range piece (such as a rook), out of the way of that piece.



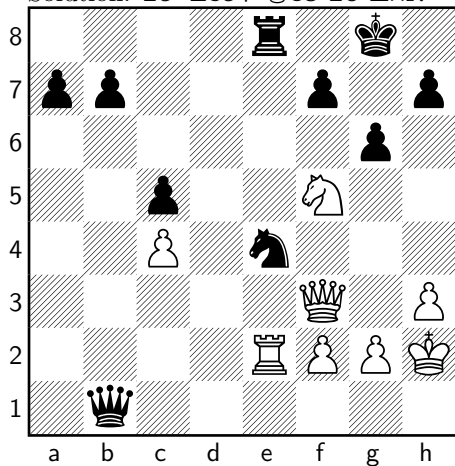
White to move.

Solution: 32 ♖e4+ ♜g8 33 ♘e7+ ♜f7 34 ♖xb7



White to move.

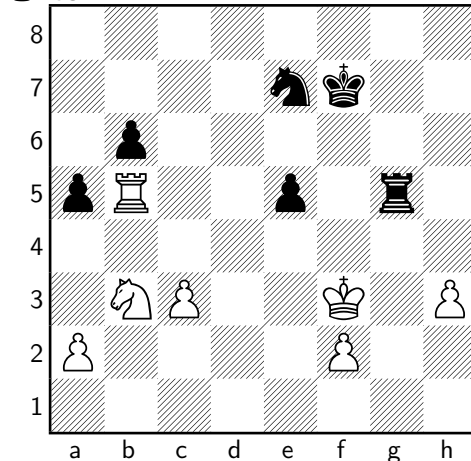
Solution: 25 ♘e5+ ♜e8 26 ♖xf7



White to move.

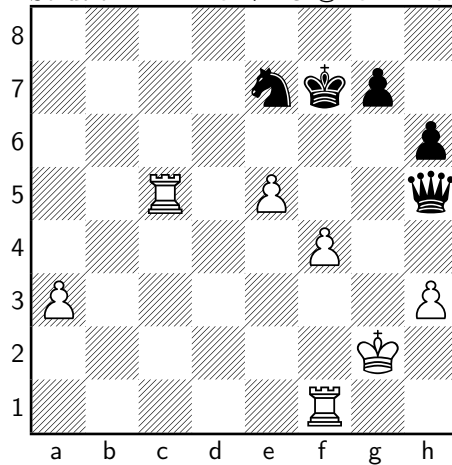
Solution: 27 ♘h6+ ♜g7 28 ♖xf7+ ♜xh6 29

♖xe8



Black to move.

Solution: 42... e4+ 43 ♜xe4 ♖xb5

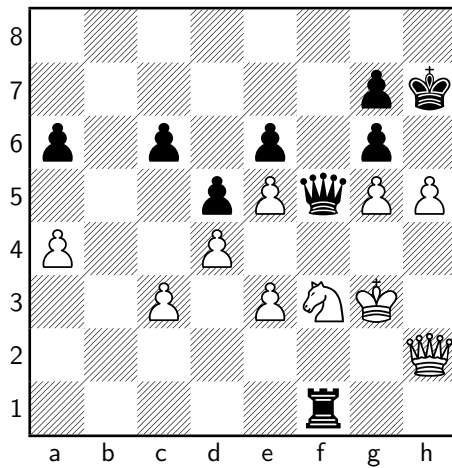


White to move.

Solution: 30 e6+ ♜g6 31 ♖xh5

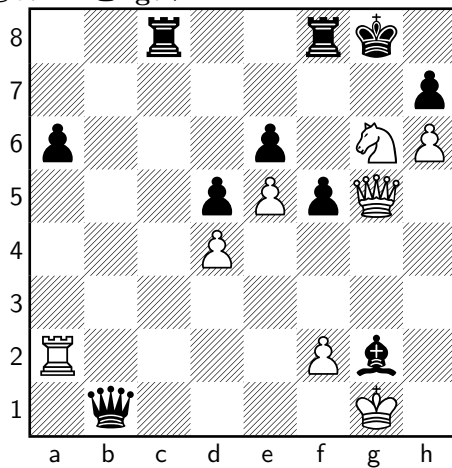
2.20 Double check

Checking with two pieces at once, as a result of a discovered attack where both the moving piece and the unveiled piece attack the opponent's king.



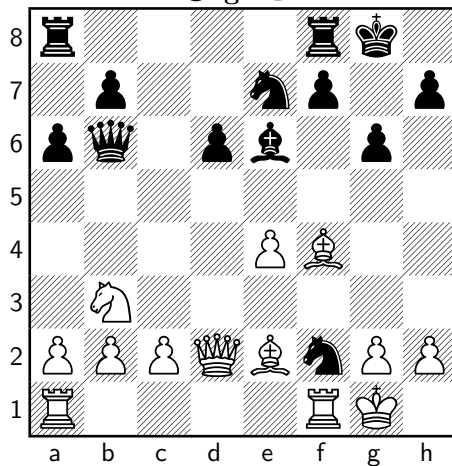
White to move.

Solution: 39 h×g6+ ♖g8 40 ♖h7+ ♕f8 41 ♖h8+ ♕e7 42 ♖×g7+



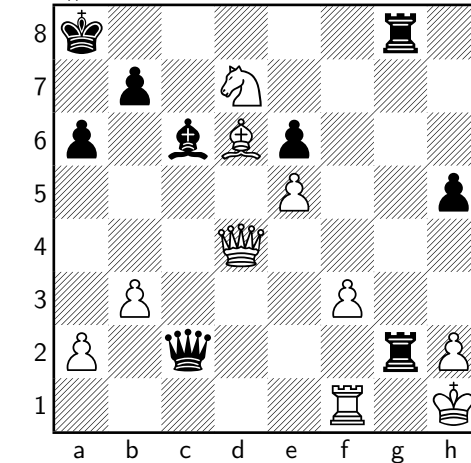
White to move.

Solution: 33 ♖×g2 ♖b7 34 ♖e7+



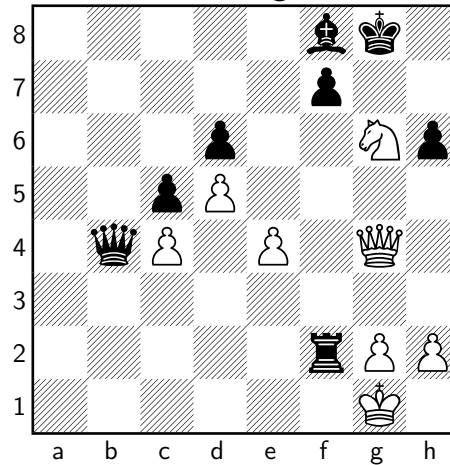
Black to move.

Solution: 17... ♖h3+ 18 ♖h1 ♖g1+ 19 ♖×g1 ♖f2#



White to move.

Solution: 30 ♖b6+ ♖a7 31 ♖c8+ ♖a8 32 ♖a7#

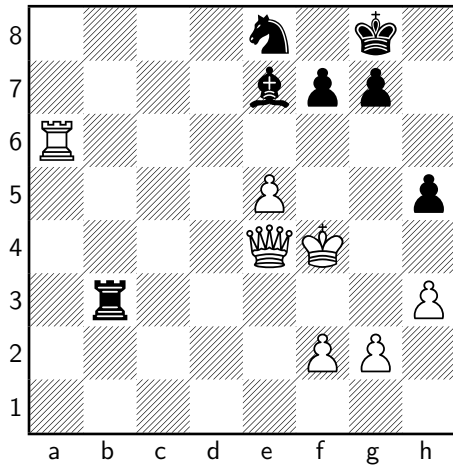


White to move.

Solution: 32 ♖e7+ ♖h7 33 ♖g8#

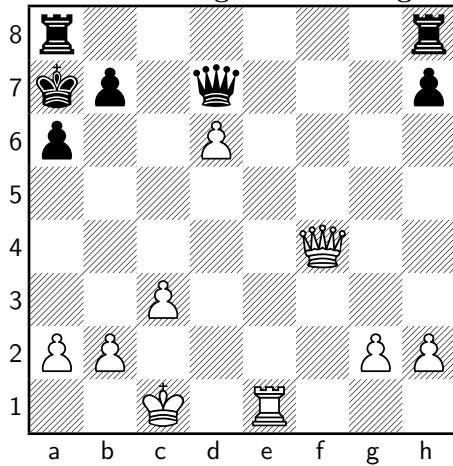
2.21 Endgame

A tactic during the last phase of the game.



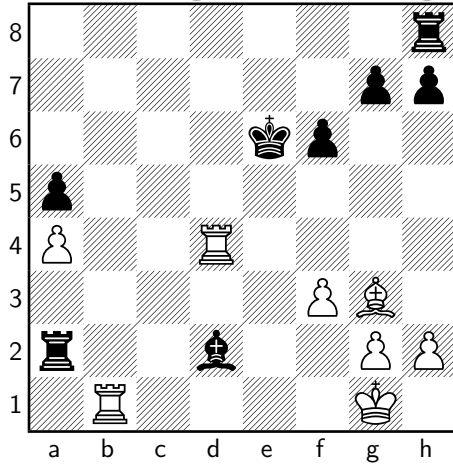
Black to move.

Solution: 33...g5+ 34 ♔f5 ♘g7#



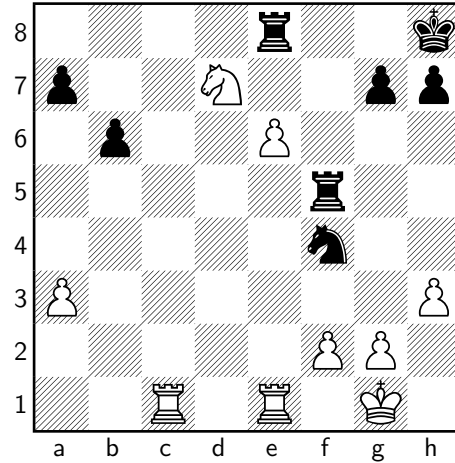
White to move.

Solution: 29 ♕d4+ b6 30 ♖e7 ♕xe7 31 dxe7



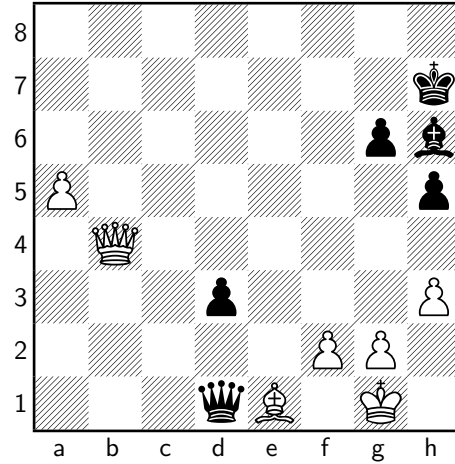
Black to move.

Solution: 27...♙e3+ 28 ♔h1 ♙xd4



Black to move.

Solution: 29...♘d3 30 ♖a1 ♘xe1

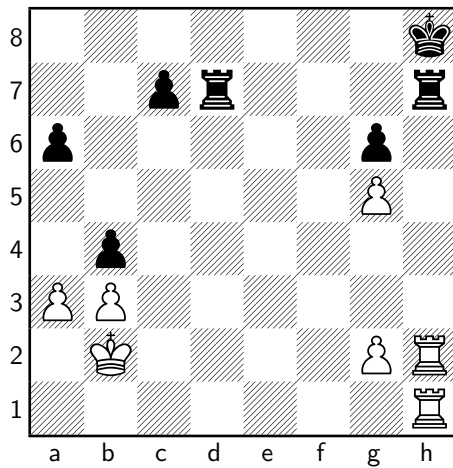


Black to move.

Solution: 40...d2 41 ♕e7+ ♙g7

2.22 Exposed king

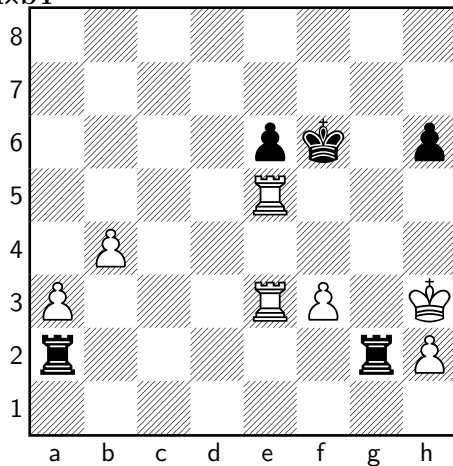
A tactic involving a king with few defenders around it, often leading to checkmate.



White to move.

Solution: 44 ♖xh7+ ♖xh7 45 ♖xh7+ ♖xh7 46

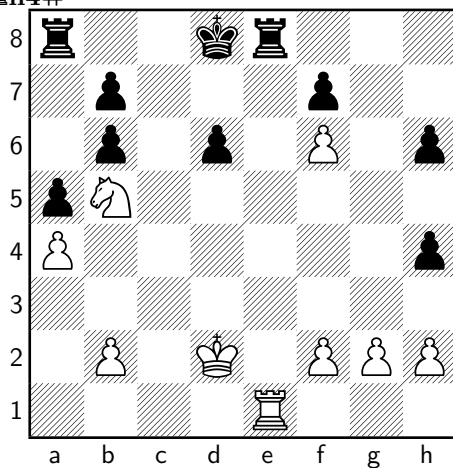
axb4



Black to move.

Solution: 35... ♖xh2+ 36 ♖g4 ♖ag2+ 37 ♖f4

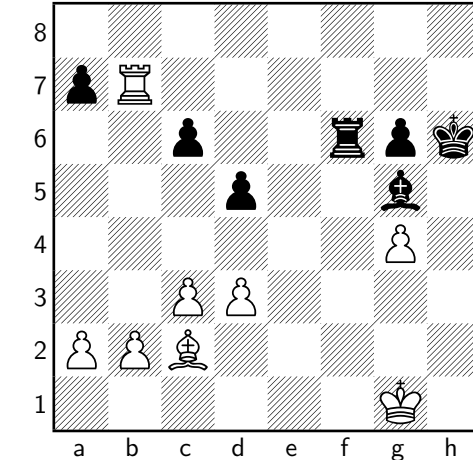
♖h4#



White to move.

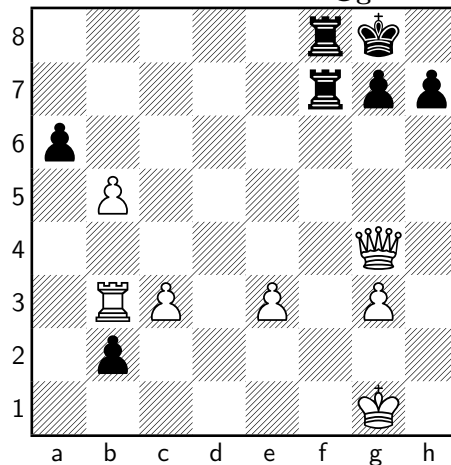
Solution: 22 ♖xe8+ ♖xe8 23 ♖c7+ ♖d7 24

♖xa8



Black to move.

Solution: 31... ♖e3+ 32 ♖g2 ♖f2+ 33 ♖g3 ♖xc2



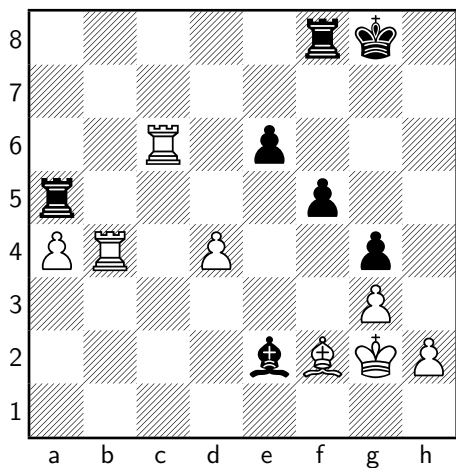
Black to move.

Solution: 35... ♖f1+ 36 ♖h2 ♖8f2+ 37 ♖h3

♖h1#

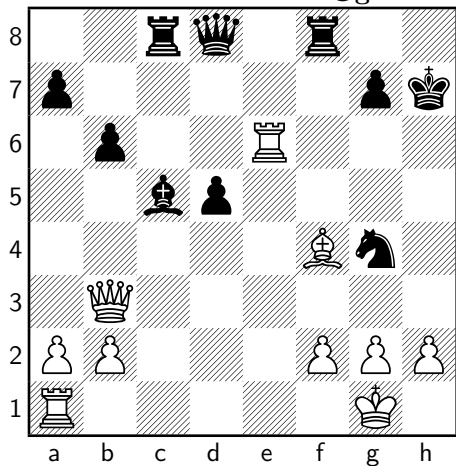
2.23 Fork

A move where the moved piece attacks two opponent pieces at once.



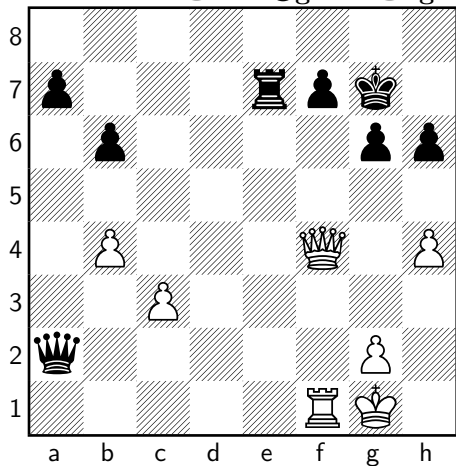
Black to move.

Solution: 29... ♖f3+ 30 ♖g1 ♗xc6



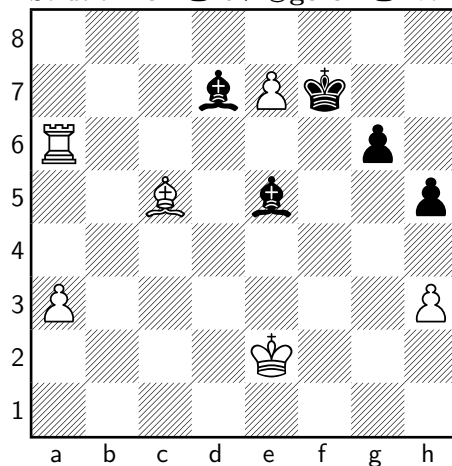
White to move.

Solution: 20 ♖h3+ ♗g8 21 ♖xg4



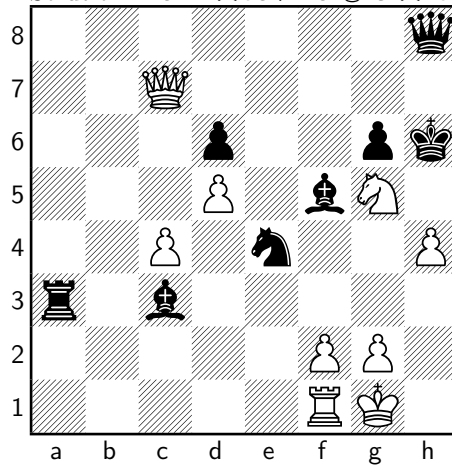
White to move.

Solution: 31 ♖f6+ ♗g8 32 ♖xe7



Black to move.

Solution: 45... ♗b5+ 46 ♗f3 ♗xa6

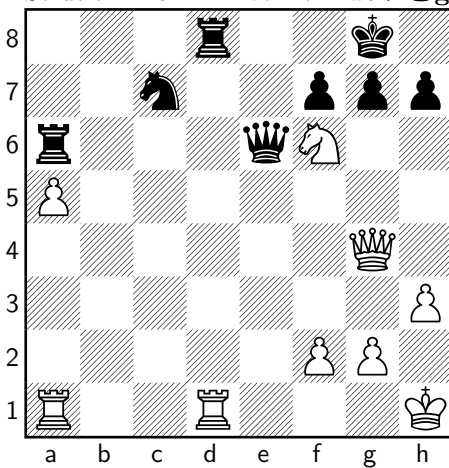
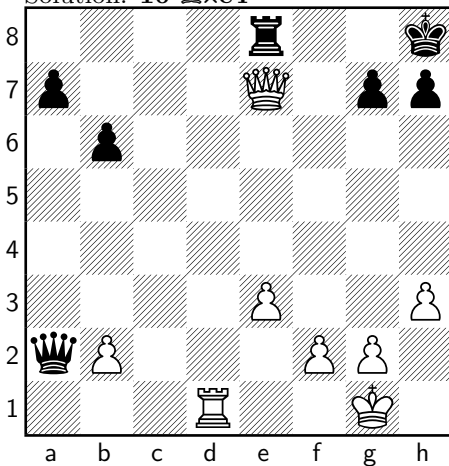
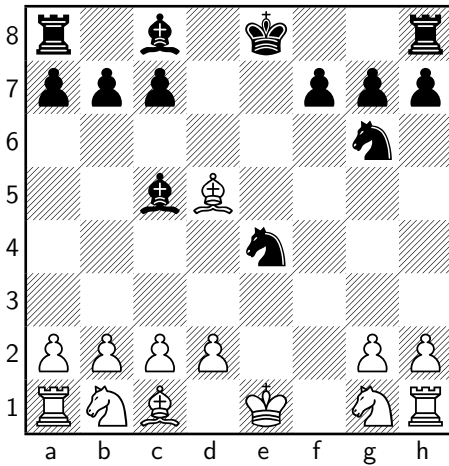


White to move.

Solution: 42 ♗f7+ ♗h5 43 ♗xh8

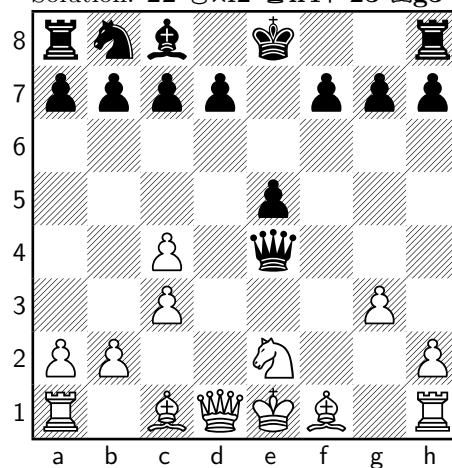
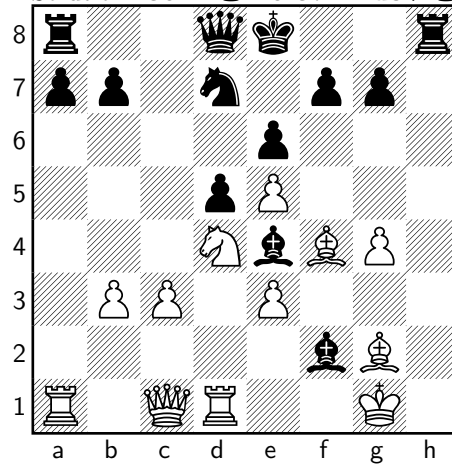
2.24 Hanging piece

A tactic involving an opponent piece being undefended or insufficiently defended and free to capture.



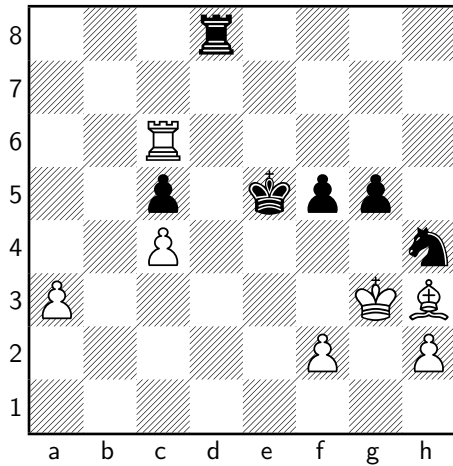
Black to move.

Solution: 36... Qxf6 37. Qxd8+ Qxd8



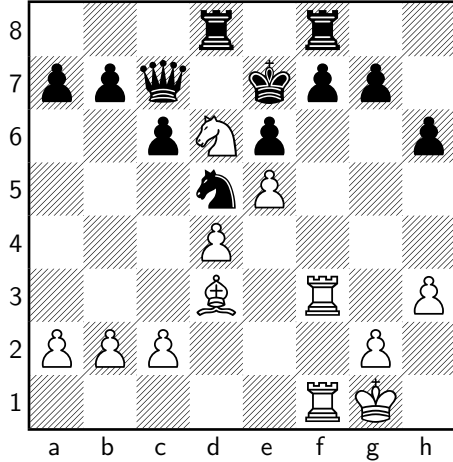
2.25 Hook mate

Checkmate with a rook, knight, and pawn along with one enemy pawn to limit the enemy king's escape.



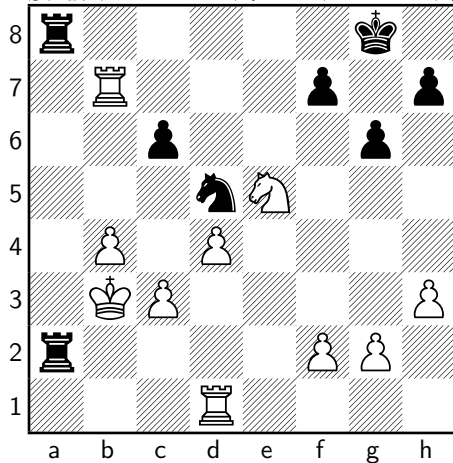
Black to move.

Solution: 35... ♖d3+ 36 f3 ♜xh3#



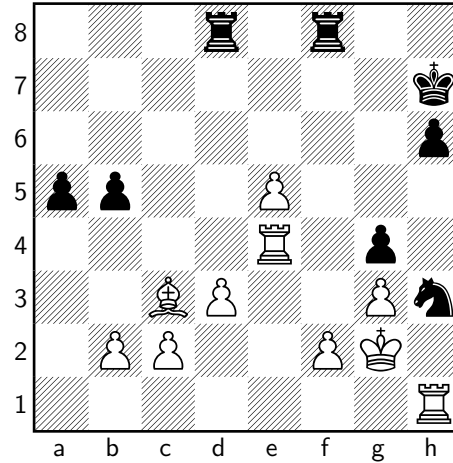
White to move.

Solution: 21 ♜xh7+ ♜xh7 22 ♜xh7#



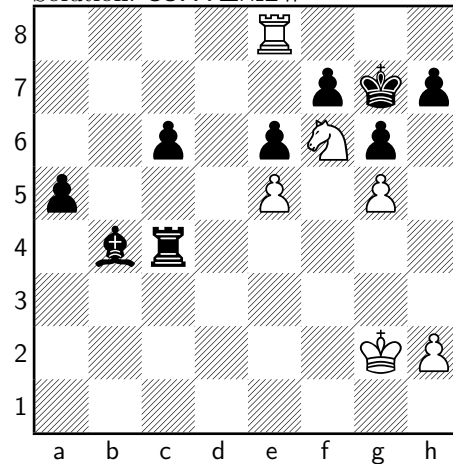
Black to move.

Solution: 27... ♜a3+ 28 ♔c4 ♜xc3#



Black to move.

Solution: 33... ♜xh2#

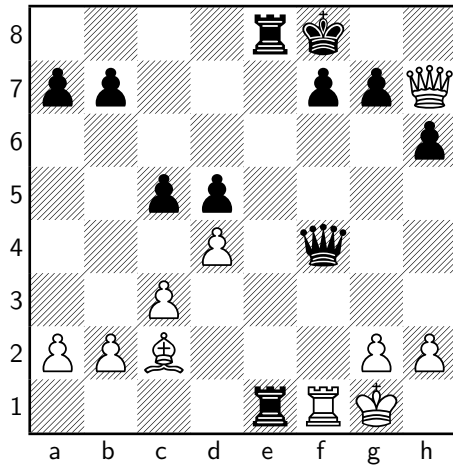


White to move.

Solution: 37 ♜g8#

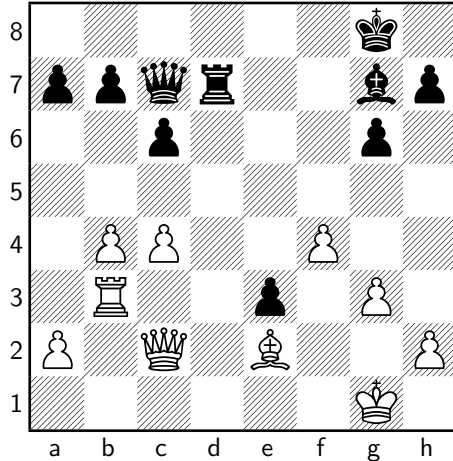
2.26 Interference

Moving a piece between two opponent pieces to leave one or both opponent pieces undefended, such as a knight on a defended square between two rooks.



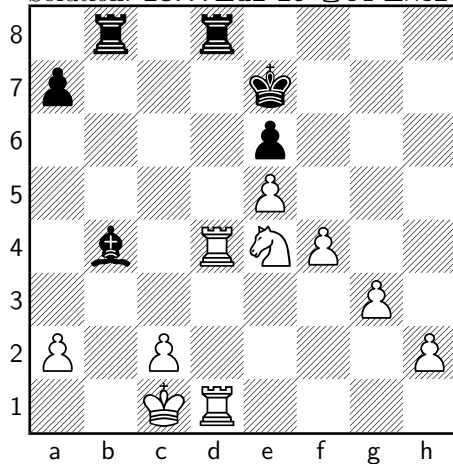
White to move.

Solution: 26 ♖h8+ ♔e7 27 ♜xe1+



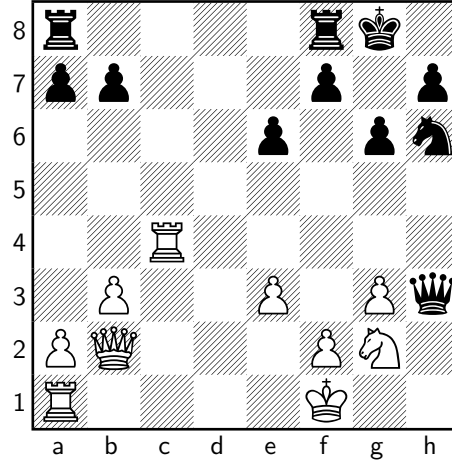
Black to move.

Solution: 28... ♜d2 29 ♖e4 ♜xe2



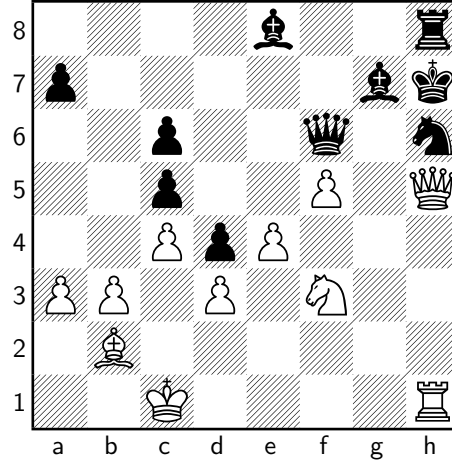
Black to move.

Solution: 34... ♜a3+ 35 ♔d2 ♜xd4+



White to move.

Solution: 22 ♜h4 ♖f5 23 ♜xh6

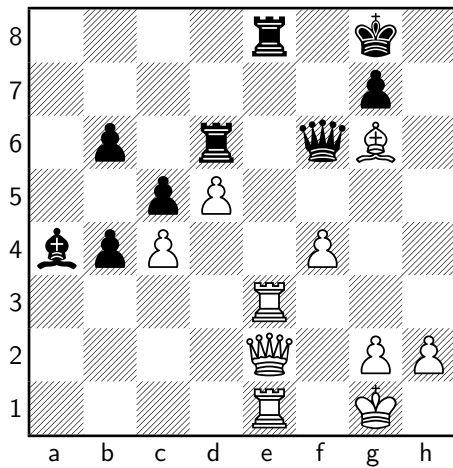


White to move.

Solution: 32 ♘g5+ ♔g8 33 ♖xe8+

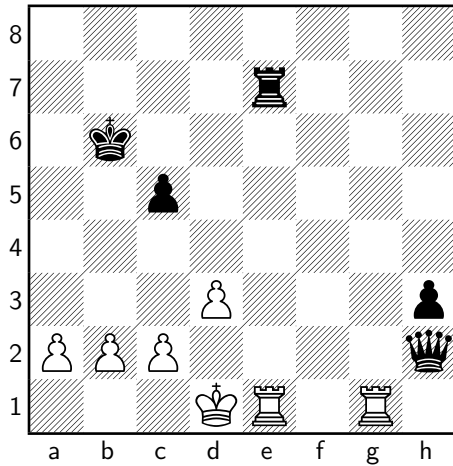
2.27 Intermezzo

Instead of playing the expected move, first interpose another move posing an immediate threat that the opponent must answer. Also known as "Zwischenzug" or "In between".



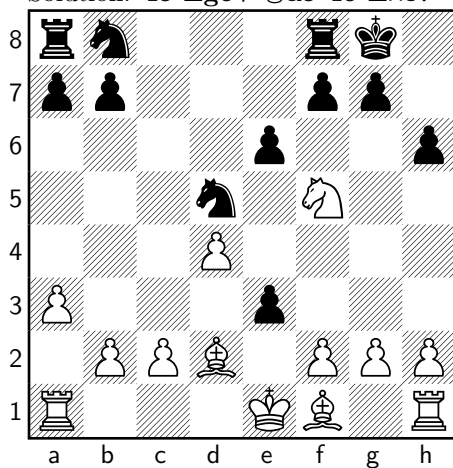
Black to move.

Solution: 38... ♖xe3 39 ♙xe3 ♗xg6



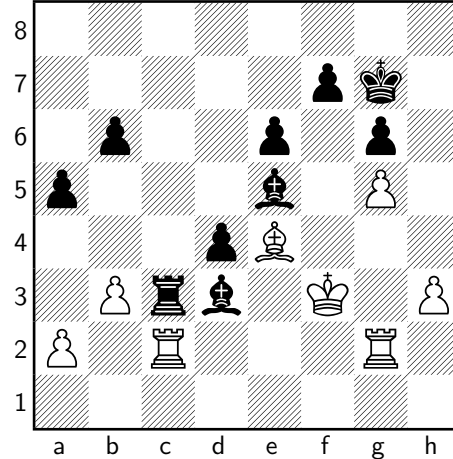
White to move.

Solution: 45 ♗g6+ ♔a5 46 ♖xe7



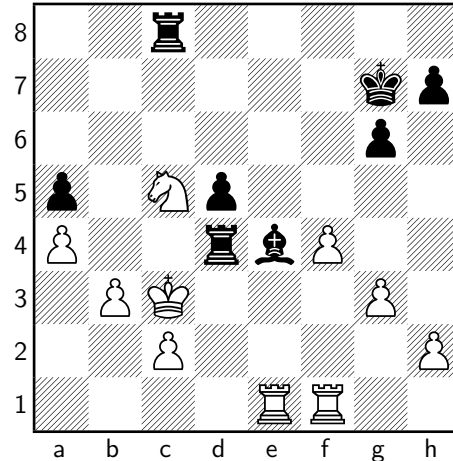
Black to move.

Solution: 14... exd2+ 15 ♙xd2 exf5



White to move.

Solution: 41 ♖xc3 dxc3 42 ♗xd3

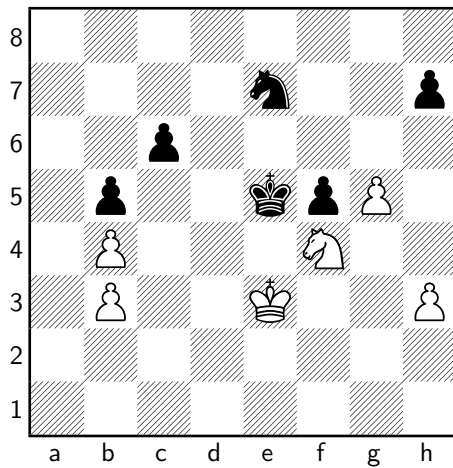


Black to move.

Solution: 31... ♖b4 32 ♙b2 ♖xc5

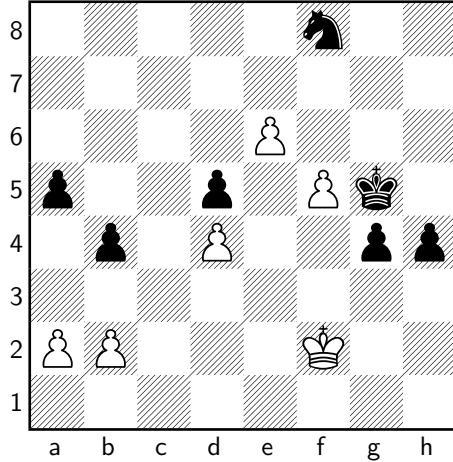
2.28 Knight endgame

An endgame with only knights and pawns.



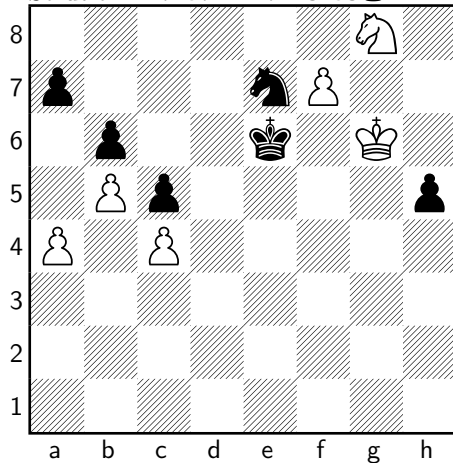
Black to move.

Solution: 45... ♖d5+ 46 ♖xd5 cxd5



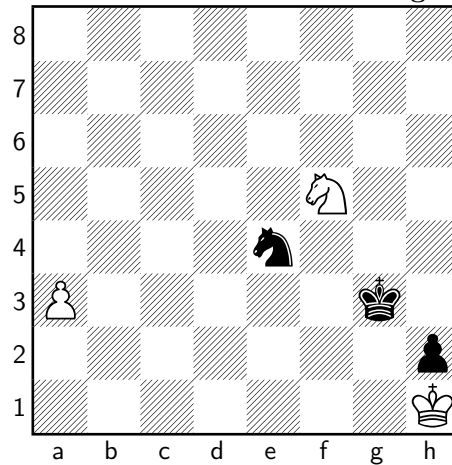
White to move.

Solution: 47 e7 ♖h7 48 e8 ♔



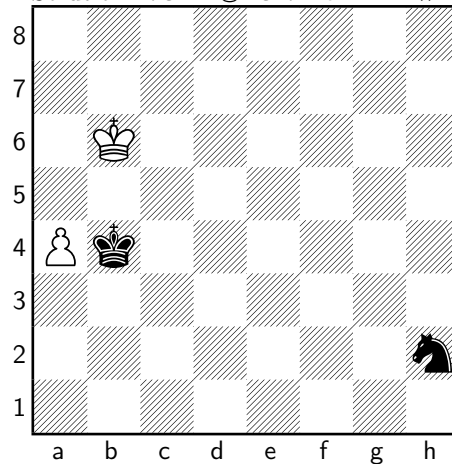
White to move.

Solution: 52 ♖xe7 ♔xe7 53 ♔g7



Black to move.

Solution: 73... ♔h3 74 a4 ♖f2#

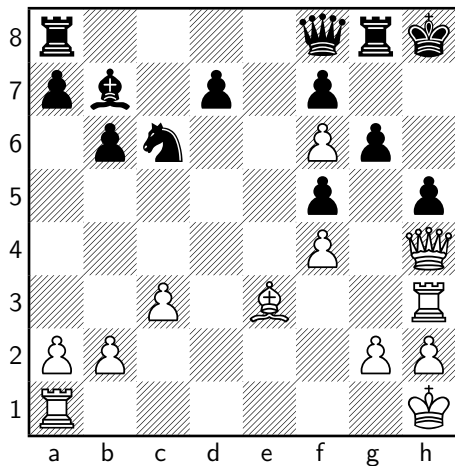


White to move.

Solution: 44 a5 ♖g4 45 a6

2.29 Long puzzle

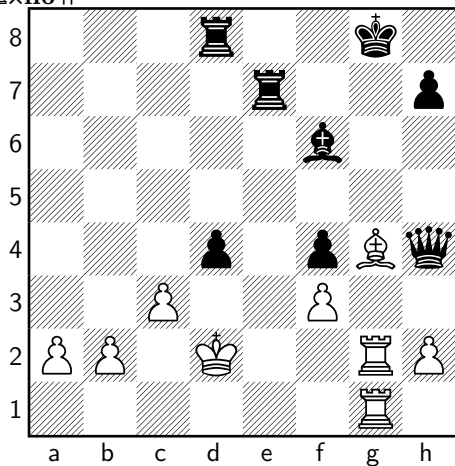
Three moves to win.



White to move.

Solution: 23 ♖xh5+ g×h5 24 ♜xh5+ ♖h6 25

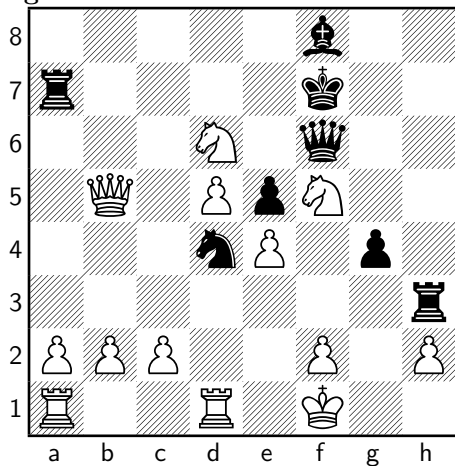
♜xh6#



White to move.

Solution: 40 ♔e6+ ♔h8 41 ♜g8+ ♜xg8 42

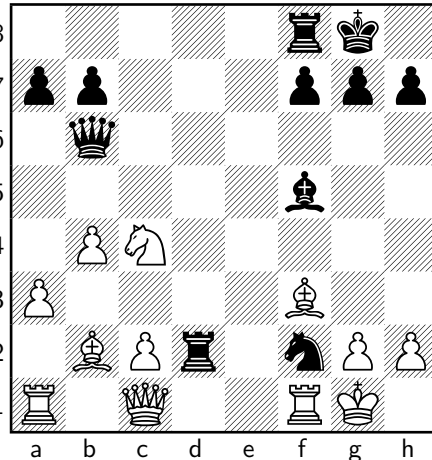
♜xg8#



Black to move.

Solution: 31... ♙xh6 32 ♜xh6 ♙xh6 33 ♜xh6+

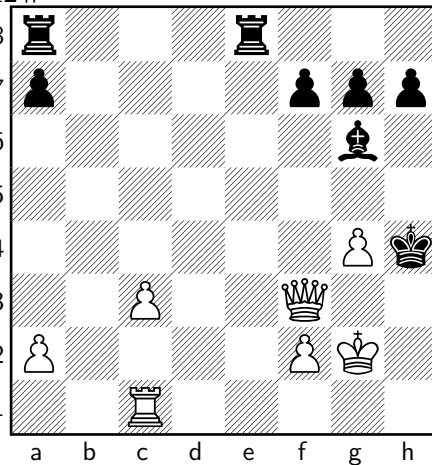
♜xh6#



Black to move.

Solution: 19... ♜h3+ 20 ♔h1 ♖g1+ 21 ♜xg1

♜f2#



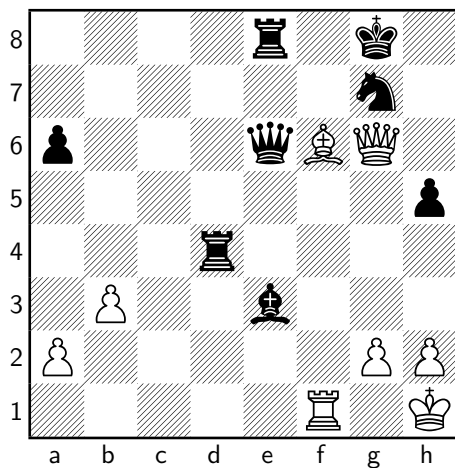
Black to move.

Solution: 25... ♔e4 26 ♜h1+ ♔g5 27 ♖xe4

♜xe4

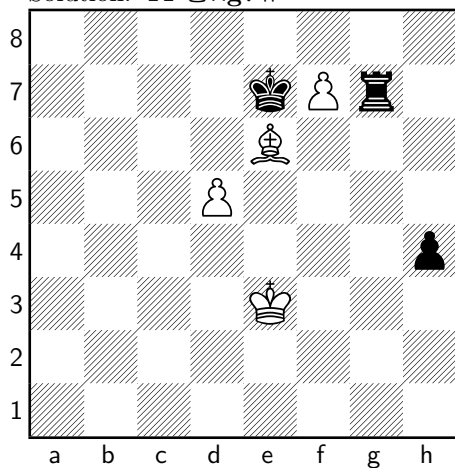
2.30 Master games

Puzzles from games played by titled players.



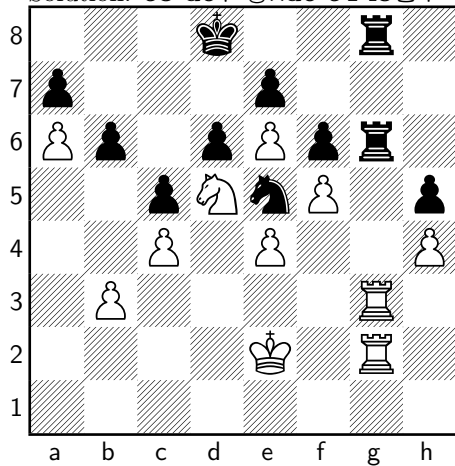
White to move.

Solution: 44 ♖xg7#



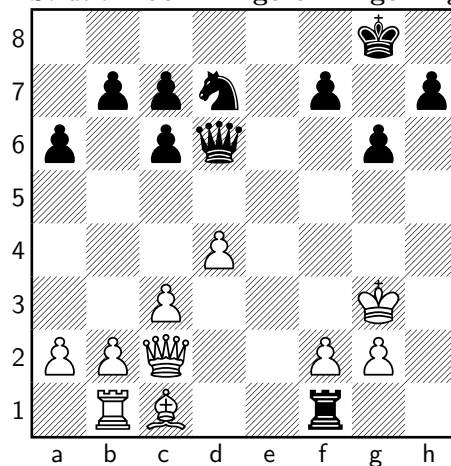
White to move.

Solution: 53 d6+ ♕xd6 54 f8 ♖+



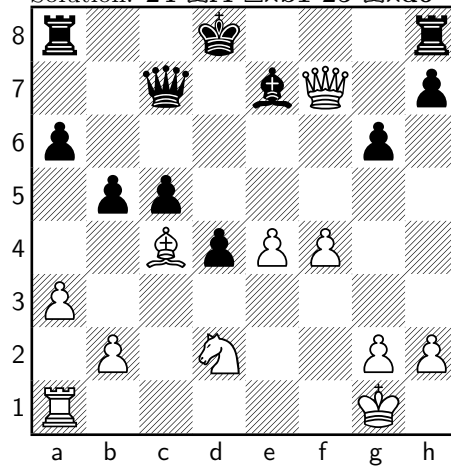
Black to move.

Solution: 50... ♖xg3 51 ♖xg3 ♖xg3



White to move.

Solution: 24 ♕f4 ♖xb1 25 ♕xd6

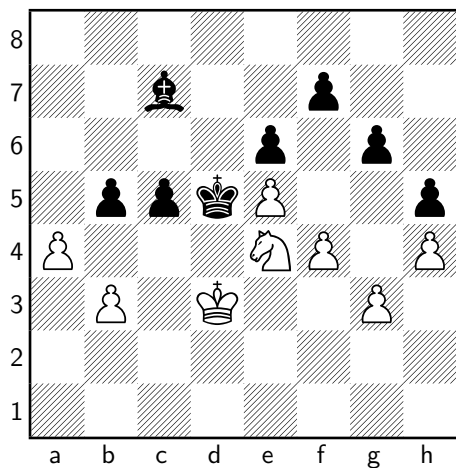


White to move.

Solution: 25 ♖d5+ ♖d7 26 ♖xa8+

2.31 Master vs Master games

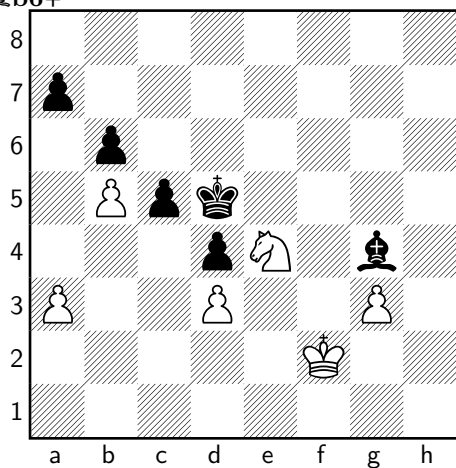
Puzzles from games between two titled players.



Black to move.

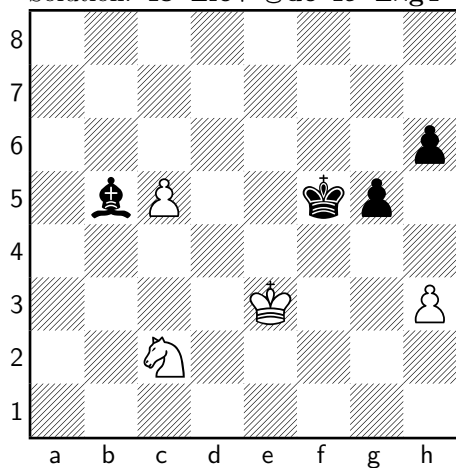
Solution: 56...c4+ 57 bxc4+ bxc4+ 58 ♖e3

♙b6+



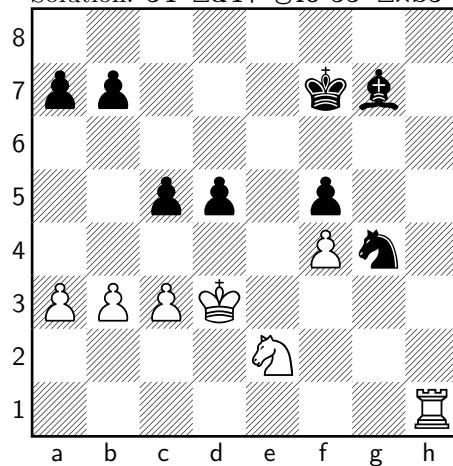
White to move.

Solution: 48 ♖f6+ ♔d6 49 ♖xg4



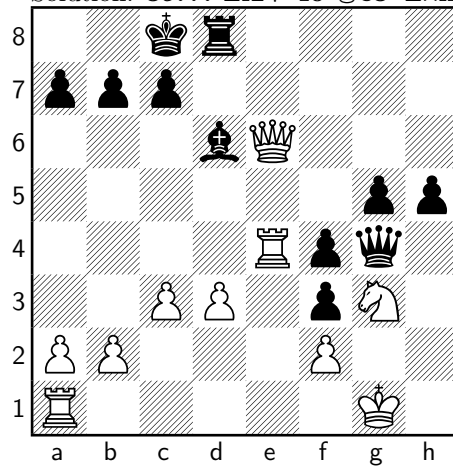
White to move.

Solution: 54 ♖d4+ ♔f6 55 ♖xh5



Black to move.

Solution: 39...♖f2+ 40 ♔e3 ♖xh1

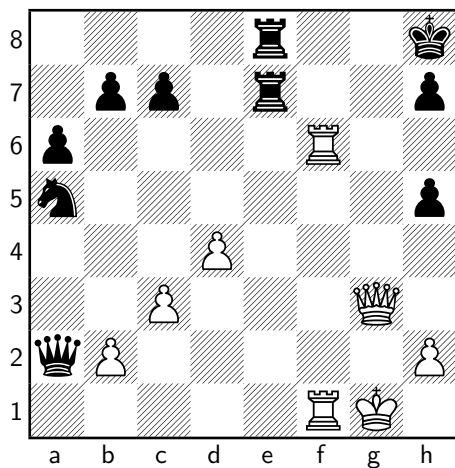


Black to move.

Solution: 24...♙xe6 25 ♖xe6 f×g3

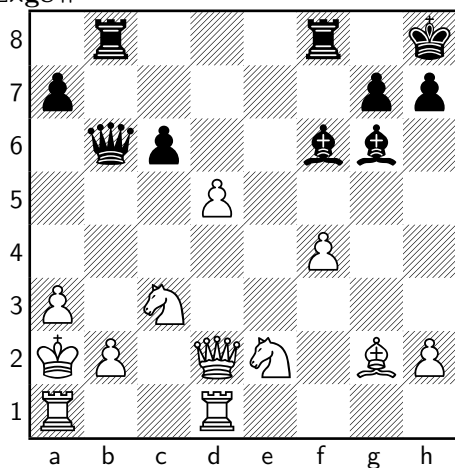
2.32 Checkmate

Win the game with style.



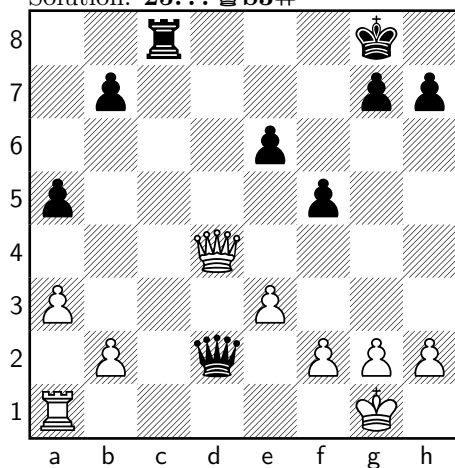
White to move.

Solution: 31 ♖f8+ ♜xf8 32 ♜xf8+ ♔g8 33 ♜xg8#



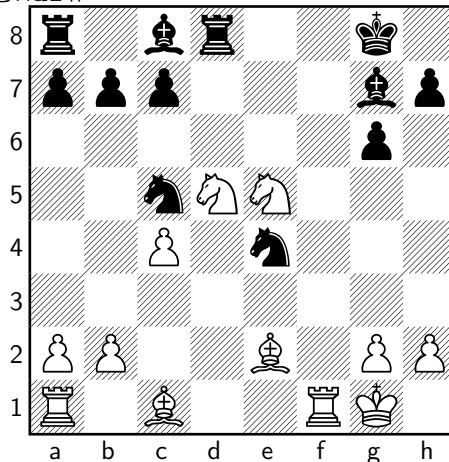
Black to move.

Solution: 25... ♔b3#



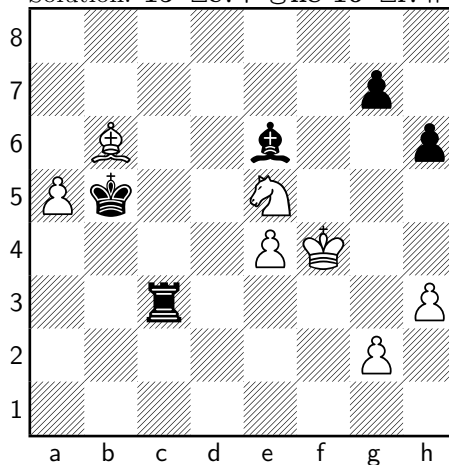
Black to move.

Solution: 25... ♜c1+ 26 ♜xc1 ♔xc1+ 27 ♔d1 ♔xd1#



White to move.

Solution: 15 ♘e7+ ♔h8 16 ♘f7#

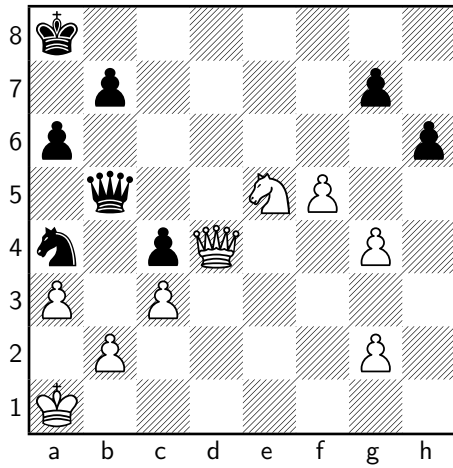


Black to move.

Solution: 52... g5#

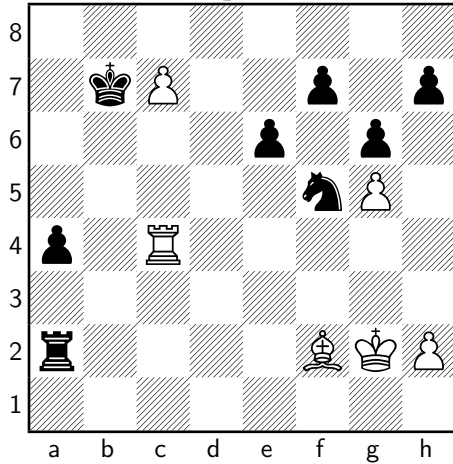
2.33 Mate in 1

Deliver checkmate in one move.



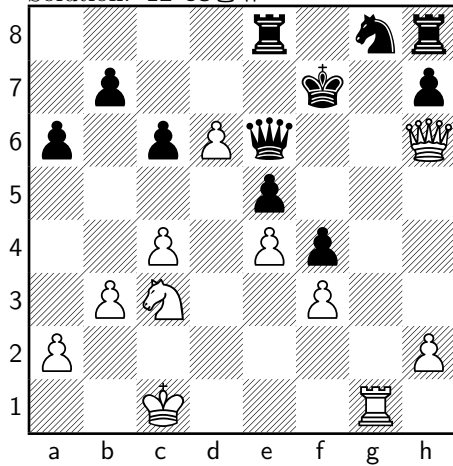
Black to move.

Solution: 40... ♙xh2#



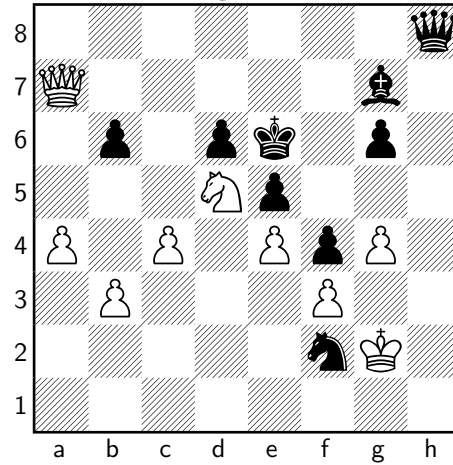
White to move.

Solution: 41 c8 ♙#



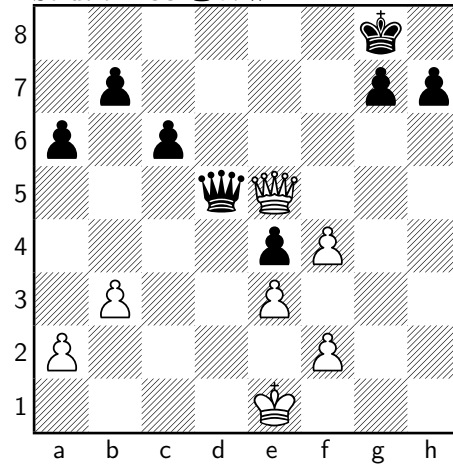
White to move.

Solution: 32 ♙g7#



White to move.

Solution: 38 ♙e7#

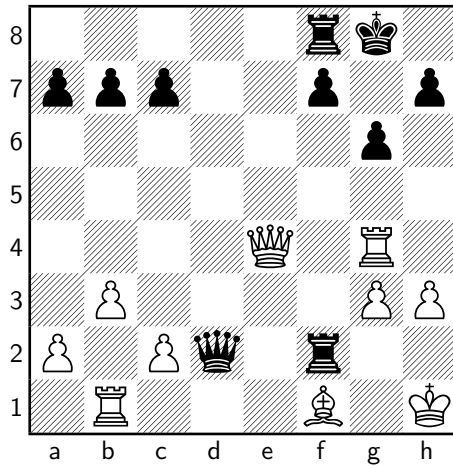


White to move.

Solution: 35 ♙e8#

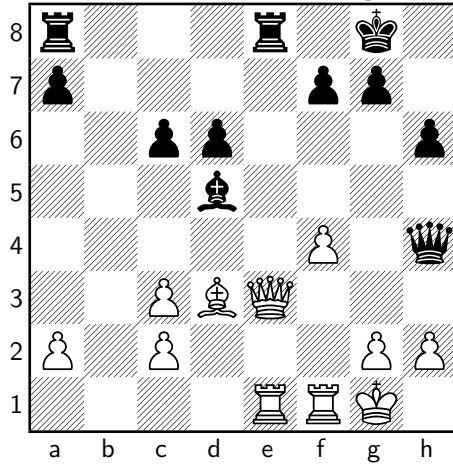
2.34 Mate in 2

Deliver checkmate in two moves.



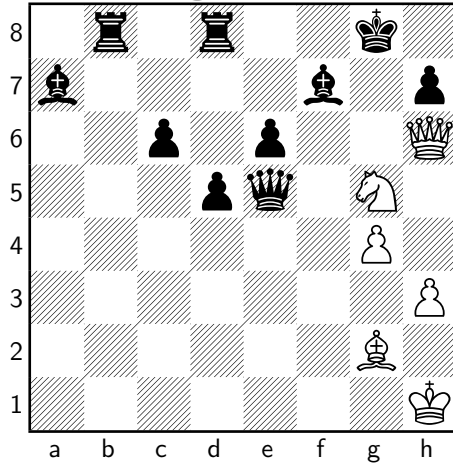
Black to move.

Solution: 27... ♖h2+ 28 ♕g1 ♗f2#



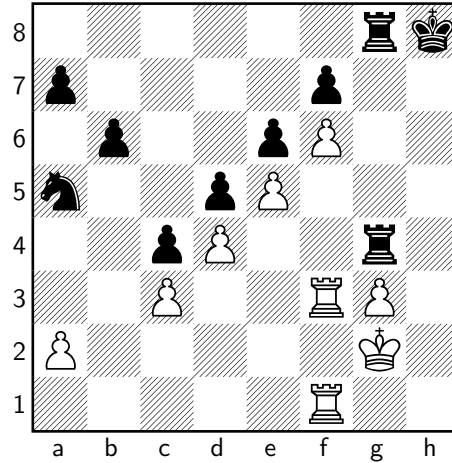
White to move.

Solution: 20 ♗xe8+ ♖xe8 21 ♖xe8#



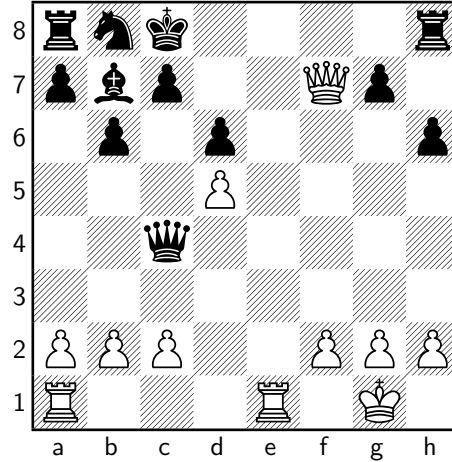
White to move.

Solution: 39 ♗xh7+ ♔f8 40 ♗xf7#



White to move.

Solution: 34 ♖h1+ ♖h4 35 ♖xh4#

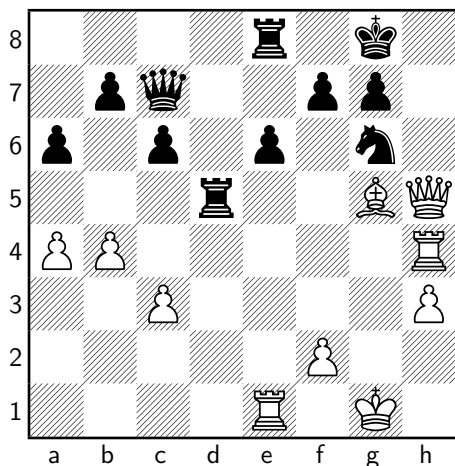


White to move.

Solution: 18 ♖e8+ ♖xe8 19 ♗xe8#

2.35 Mate in 3

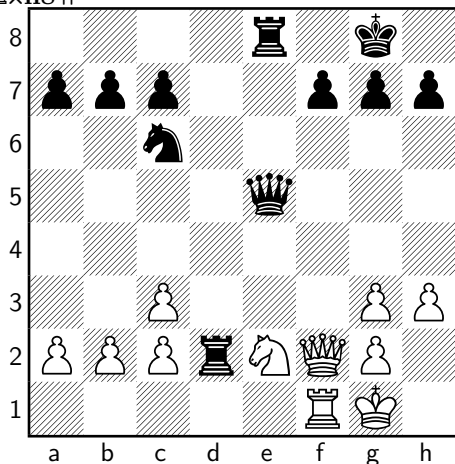
Deliver checkmate in three moves.



White to move.

Solution: 30 ♖h7+ ♜f8 31 ♖h8+ ♞xh8 32

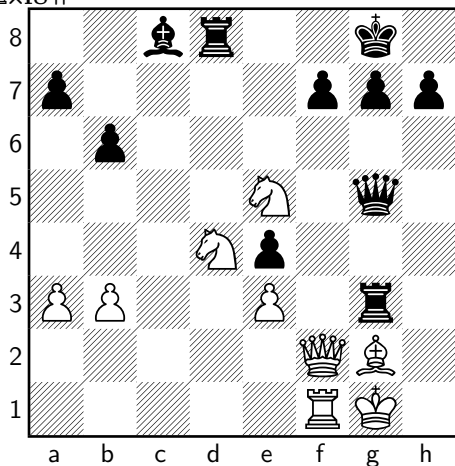
♜xh8#



White to move.

Solution: 20 ♖x7+ ♜h8 21 ♖f8+ ♜x8 22

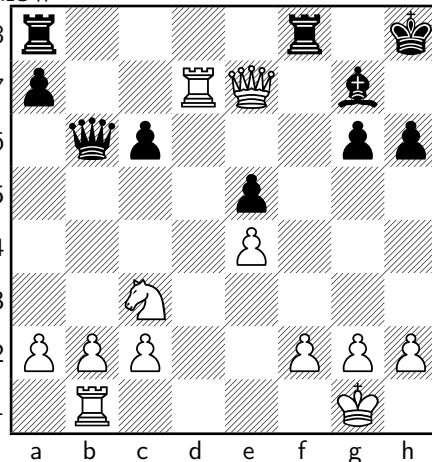
♜x8#



White to move.

Solution: 35 ♖x7+ ♜h8 36 ♖f8+ ♜x8 37

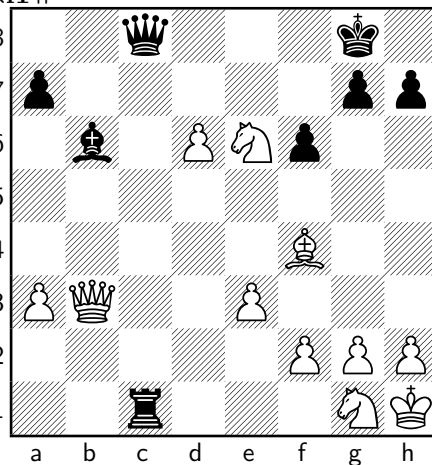
♜x8#



Black to move.

Solution: 21... ♖x2+ 22 ♜h1 ♖f1+ 23 ♜x1

♜x1#



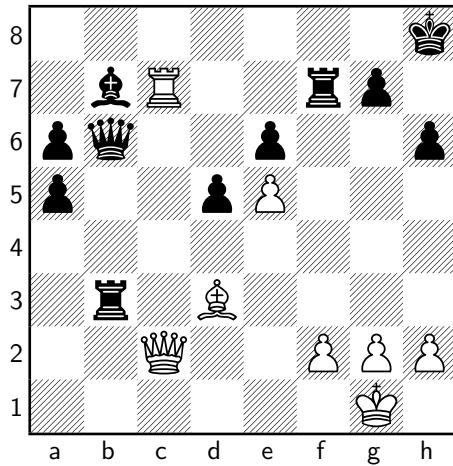
Black to move.

Solution: 33... ♜xg1+ 34 ♜xg1 ♖c1+ 35 ♖d1

♖x1#

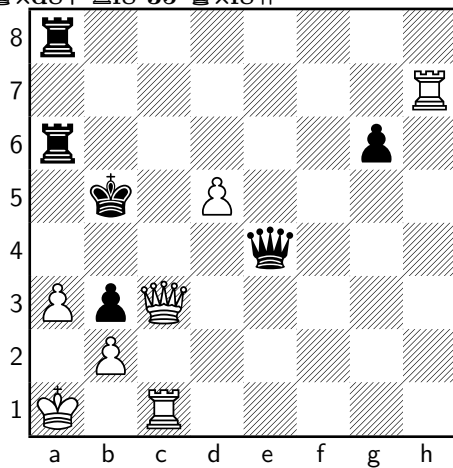
2.36 Mate in 4

Deliver checkmate in four moves.



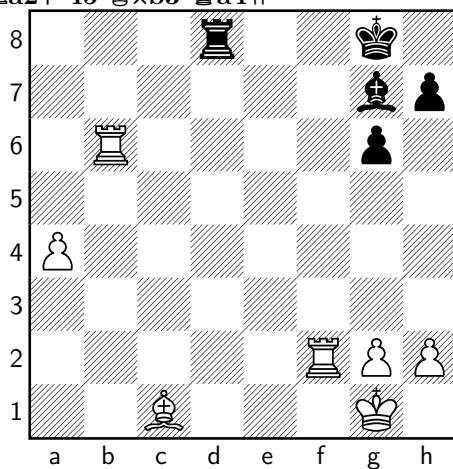
White to move.

Solution: 32 ♖c8+ ♕xc8 33 ♗xc8+ ♖d8 34 ♗xd8+ ♗f8 35 ♗xf8#



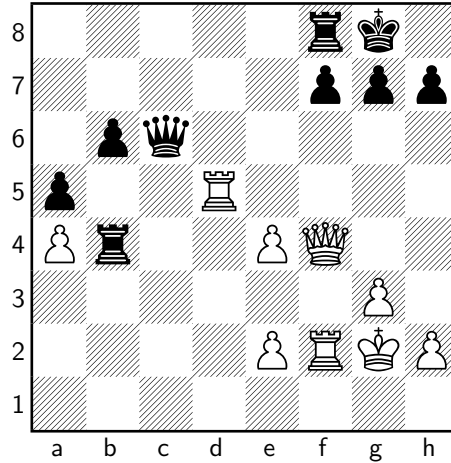
Black to move.

Solution: 42... ♖xa3+ 43 bxa3 ♖xa3+ 44 ♔b2 ♖a2+ 45 ♔xb3 ♗a4#



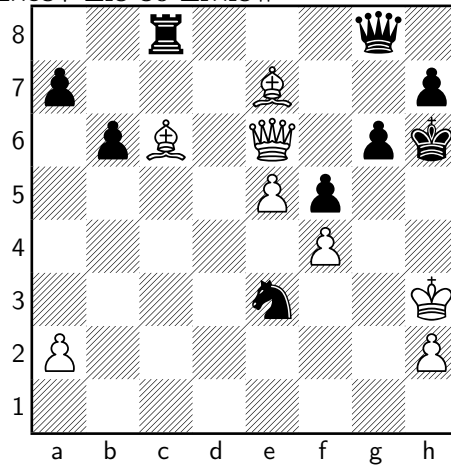
Black to move.

Solution: 24... ♖d1+ 25 ♖f1 ♕d4+ 26 ♕e3 ♕xe3+ 27 ♔h1 ♖xf1#



White to move.

Solution: 27 ♗xf7+ ♖xf7 28 ♖d8+ ♗e8 29 ♖xe8+ ♖f8 30 ♖xf8#

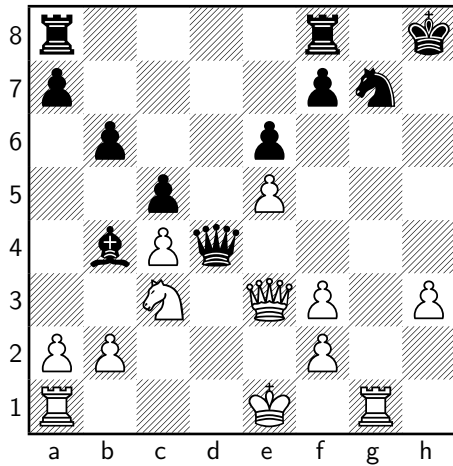


White to move.

Solution: 38 ♕g5+ ♔h5 39 ♕f3+ ♔g4 40 ♕xg4+ f×g4+ 41 ♗xg4#

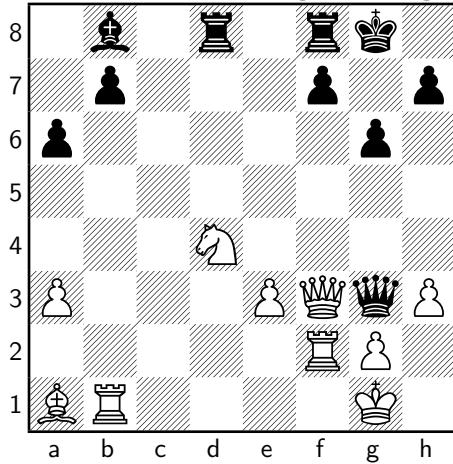
2.37 Middlegame

A tactic during the second phase of the game.



White to move.

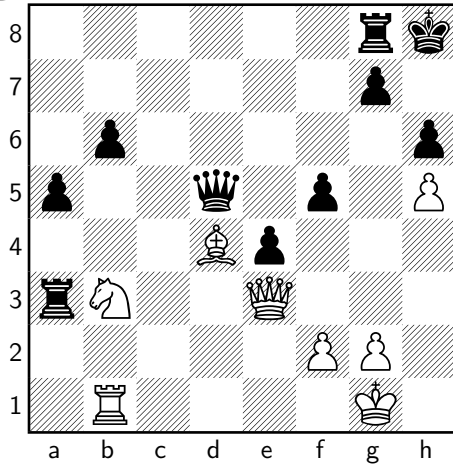
Solution: 20 ♖h6+ ♘g8 21 ♖xg7#



Black to move.

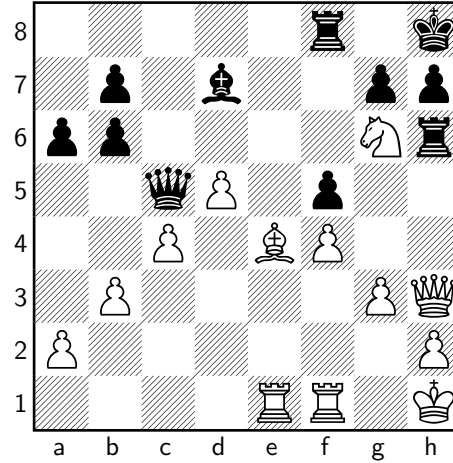
Solution: 26... ♖h2+ 27 ♘f1 ♖h1+ 28 ♘e2

♖xb1



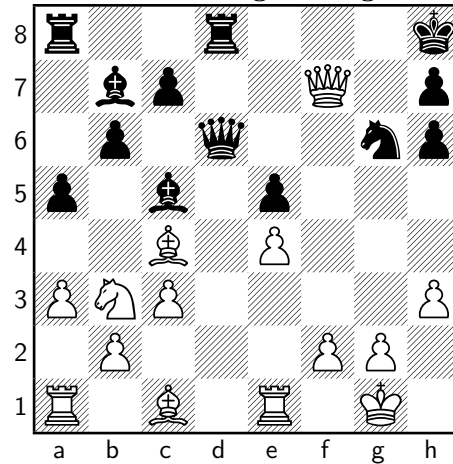
White to move.

Solution: 32 ♖xh6#



Black to move.

Solution: 27... h×g6 28 ♖g2 f×e4

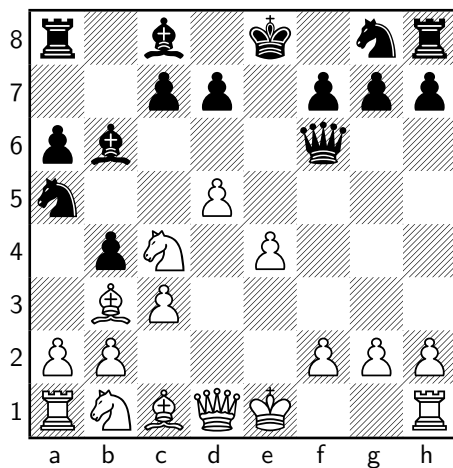


Black to move.

Solution: 20... ♖f8 21 ♘xc5 ♖xf7

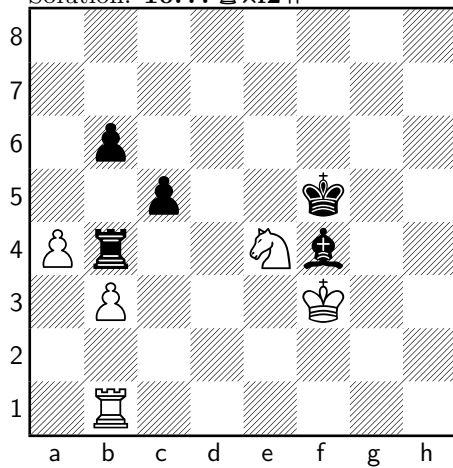
2.38 One-move puzzle

A puzzle that is only one move long.



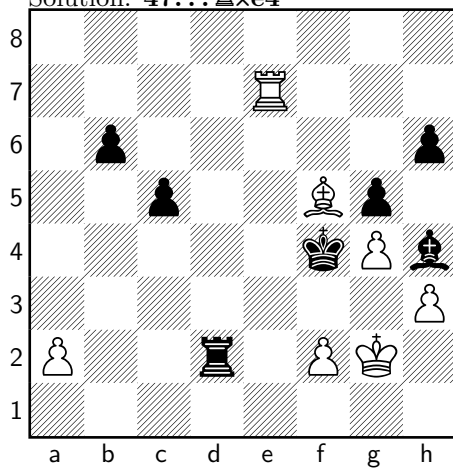
Black to move.

Solution: 10... ♔xf2#



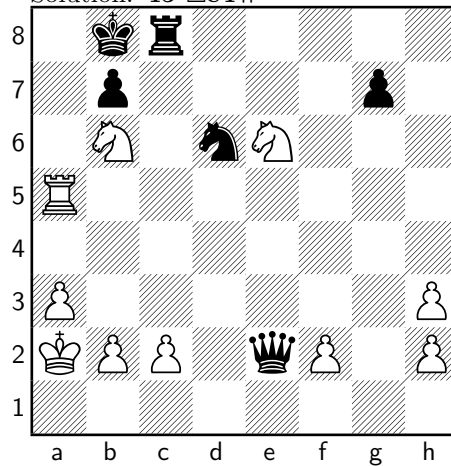
Black to move.

Solution: 47... ♖xe4



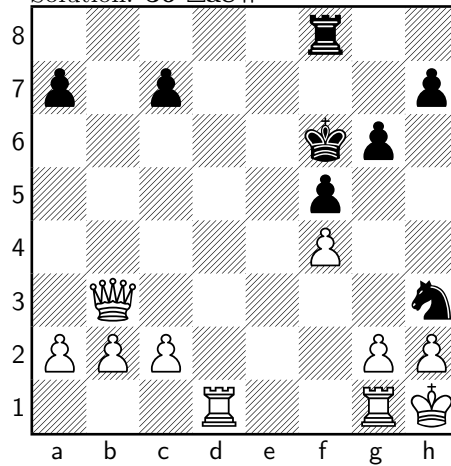
White to move.

Solution: 45 ♖e4#



White to move.

Solution: 36 ♖a8#

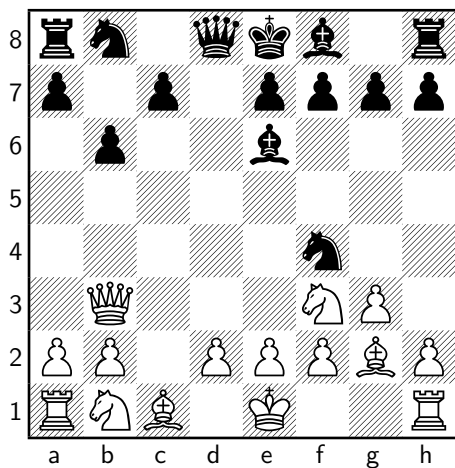


Black to move.

Solution: 29... ♘f2#

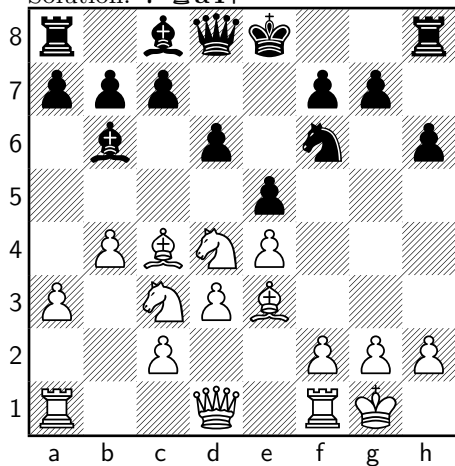
2.39 Opening

A tactic during the first phase of the game.



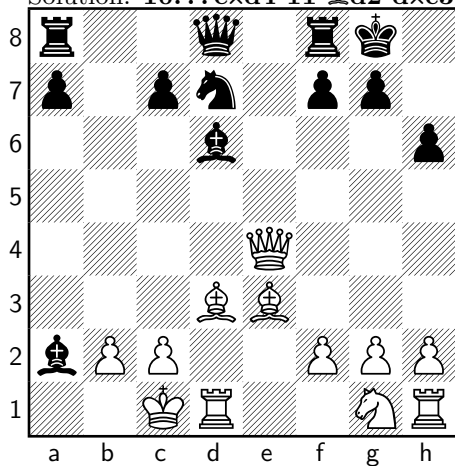
White to move.

Solution: 7 ♖a4+



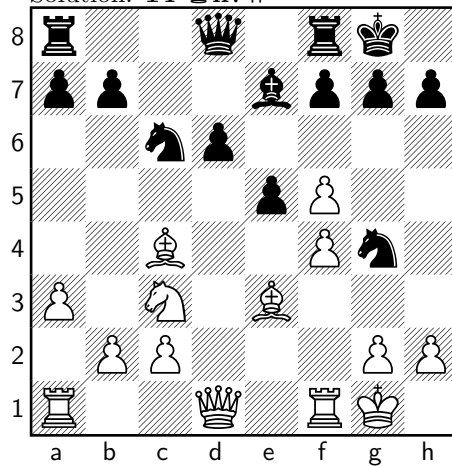
Black to move.

Solution: 10...exd4 11 ♗d2 dxc3



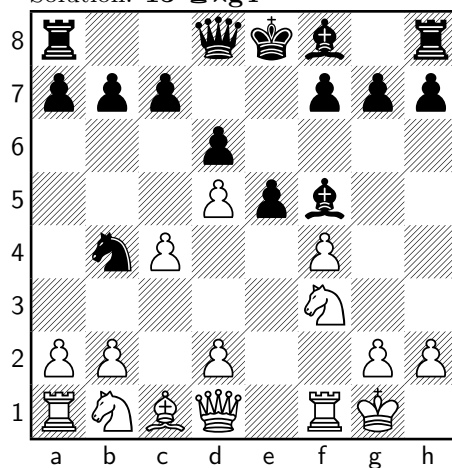
White to move.

Solution: 14 ♖h7#



White to move.

Solution: 13 ♖xg4

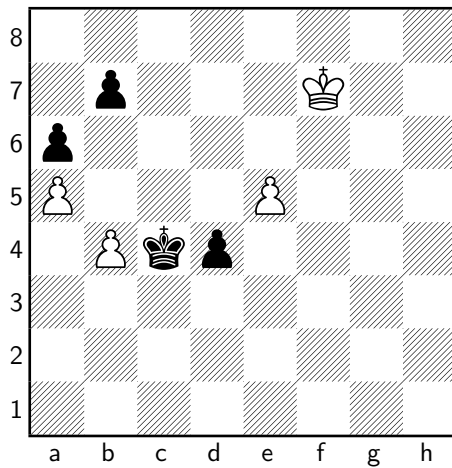


White to move.

Solution: 9 ♖a4+ c6 10 ♖xb4

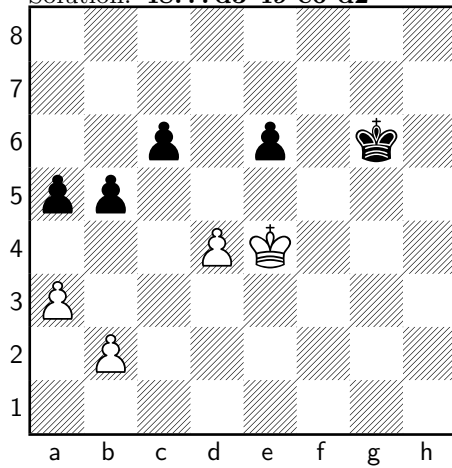
2.40 Pawn endgame

An endgame with only pawns.



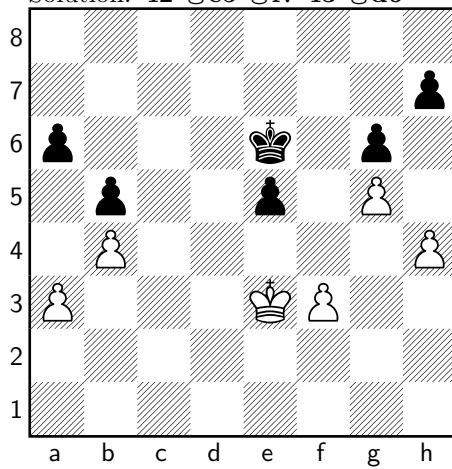
Black to move.

Solution: 48... d3 49 e6 d2



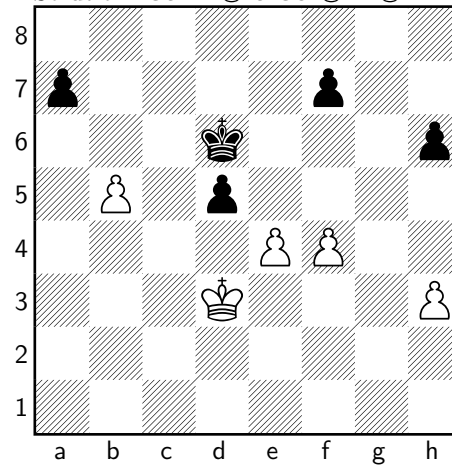
White to move.

Solution: 42 ♖e5 ♜f7 43 ♜d6



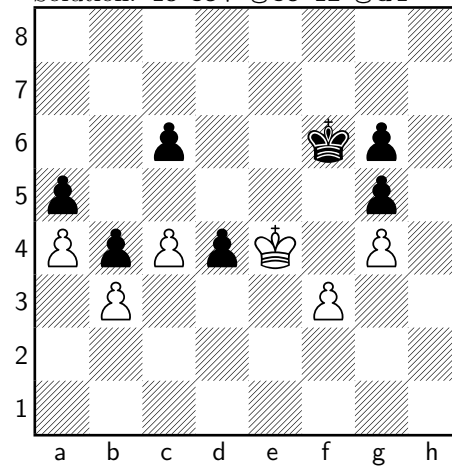
Black to move.

Solution: 35... ♜f5 36 ♜f2 ♜f4



White to move.

Solution: 40 e5+ ♜e6 41 ♜d4

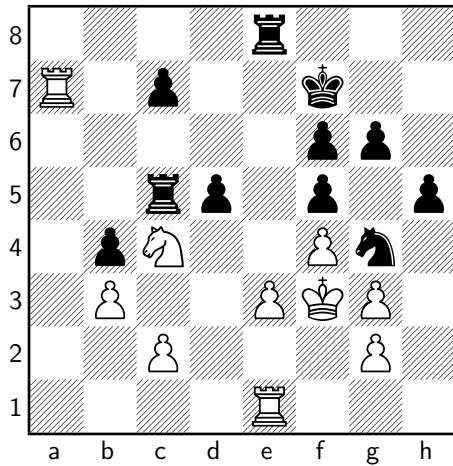


White to move.

Solution: 44 ♜xd4 ♜e6 45 ♜c5 ♜e5 46 ♜xc6

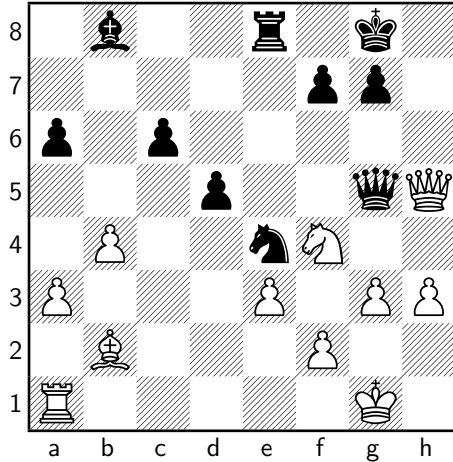
2.41 Pin

A tactic involving pins, where a piece is unable to move without revealing an attack on a higher value piece.



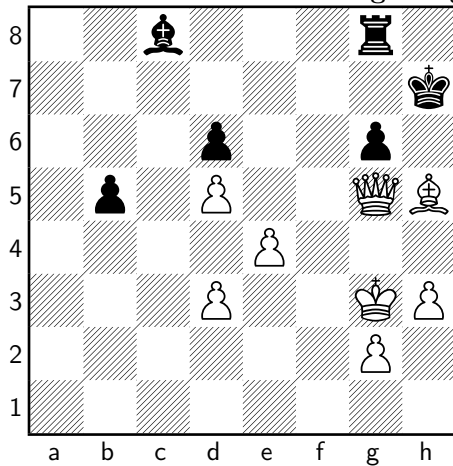
White to move.

Solution: 40 d6+ 41 dxe8



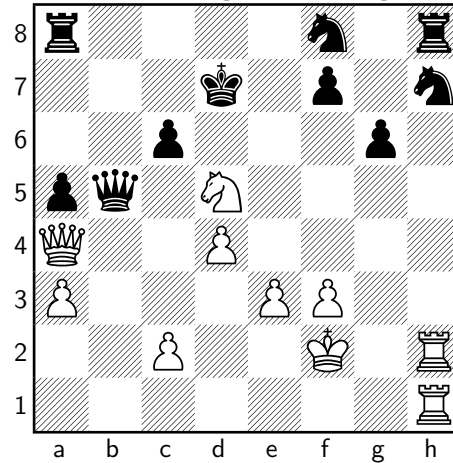
Black to move.

Solution: 29... f4 30 f5



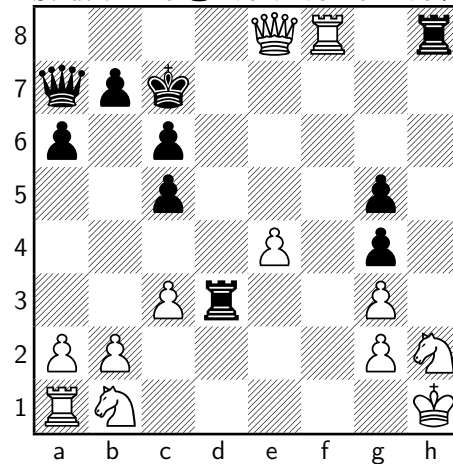
Black to move.

Solution: 36... $\text{g}\times\text{h5}$ 37 $\text{g}\times\text{g8+}$ $\text{g}\times\text{g8}$



White to move.

Solution: 25 $\text{b}\times\text{b5}$ 26 b6+ $\text{c}\times\text{c6}$ 27 $\text{d}\times\text{a8}$

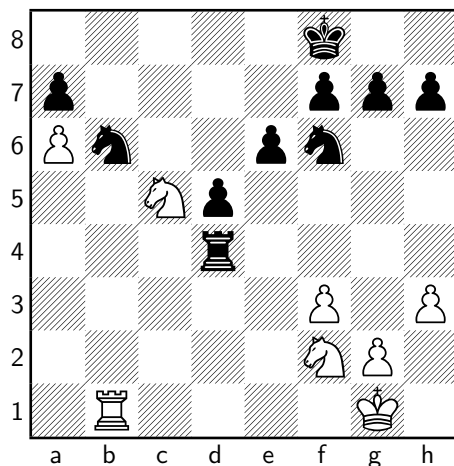


Black to move.

Solution: 23... d1+ 24 f1 $\text{f}\times\text{f1}\#$

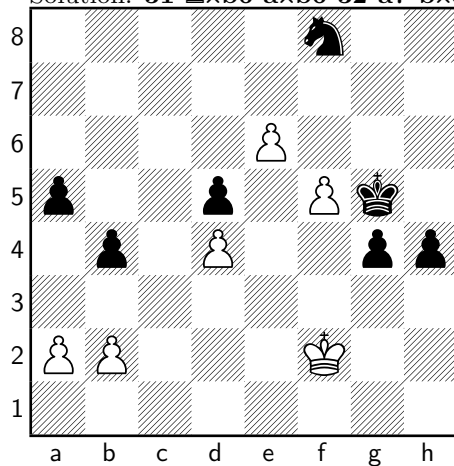
2.42 Promotion

Promote one of your pawn to a queen or minor piece.



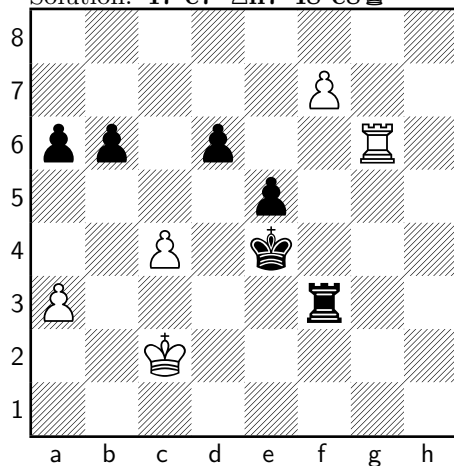
White to move.

Solution: 31 ♖xb6 axb6 32 a7 bxc5 33 a8♖+



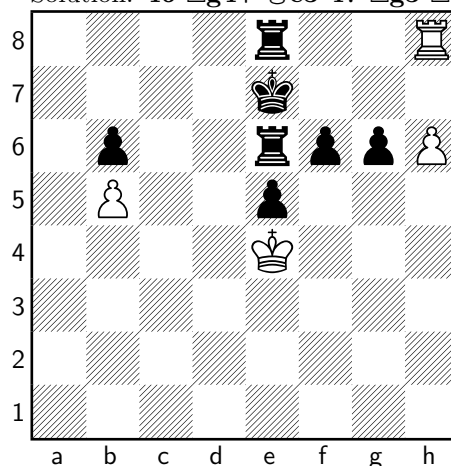
White to move.

Solution: 47 e7 ♘h7 48 e8♔



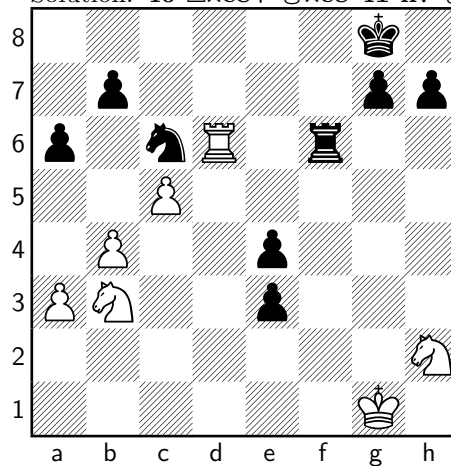
White to move.

Solution: 46 ♖g4+ ♔e3 47 ♖g3 ♖xg3 48 f8♔



White to move.

Solution: 40 ♖xe8+ ♔xe8 41 h7 ♔f7 42 h8♔

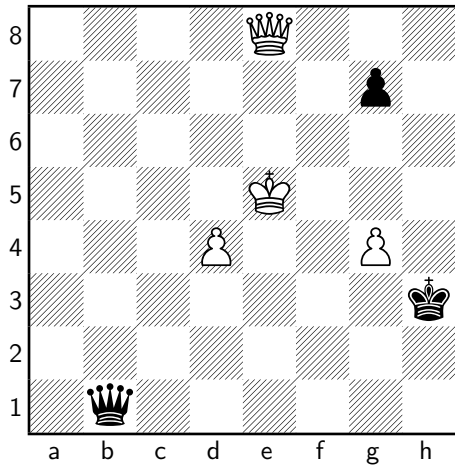


Black to move.

Solution: 31... e2 32 ♖xf6 e1♔+

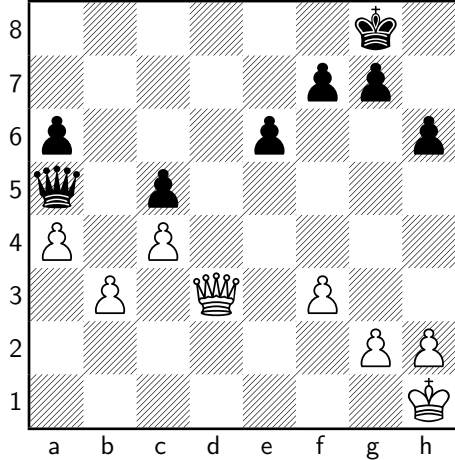
2.43 Queen endgame

An endgame with only queens and pawns.



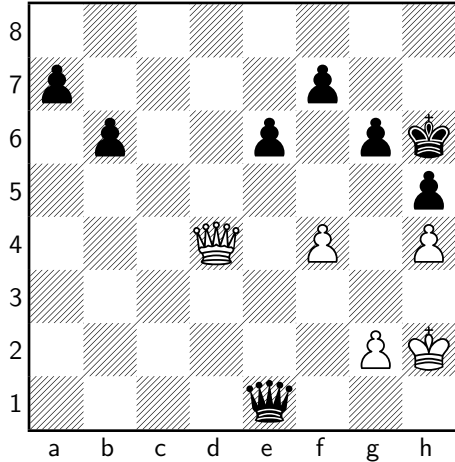
Black to move.

Solution: 48... ♕e1+ 49 ♔d5 ♕xe8



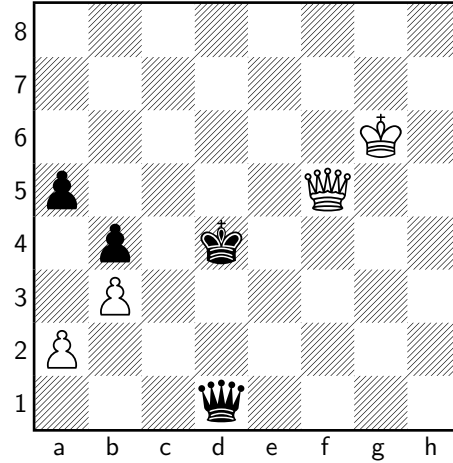
Black to move.

Solution: 29... ♕e1+ 30 ♕f1 ♕xf1#



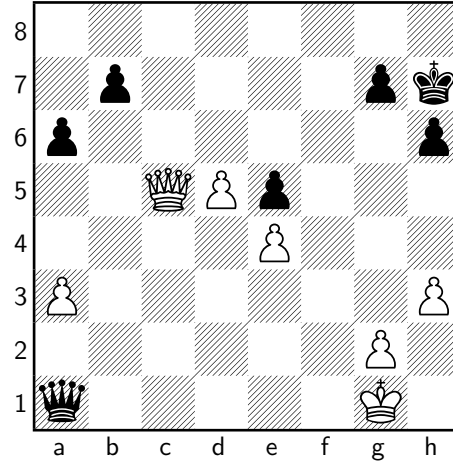
White to move.

Solution: 37 ♕h8#



White to move.

Solution: 50 ♕d7+ ♔c5 51 ♕xd1

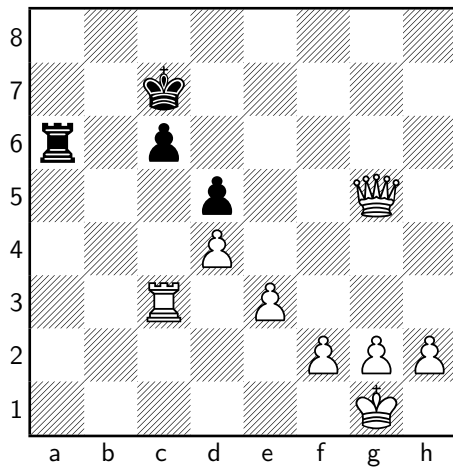


White to move.

Solution: 35 ♔h2 ♕f1 36 d6

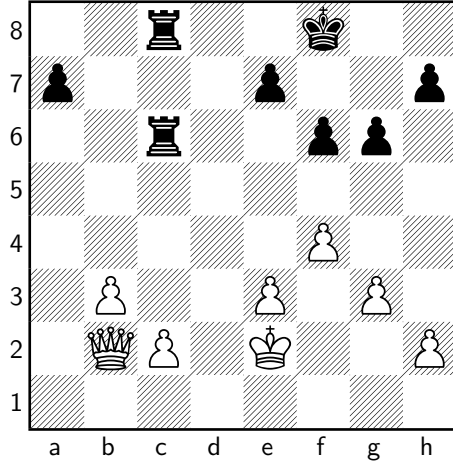
2.44 Queen and Rook

An endgame with only queens, rooks and pawns.



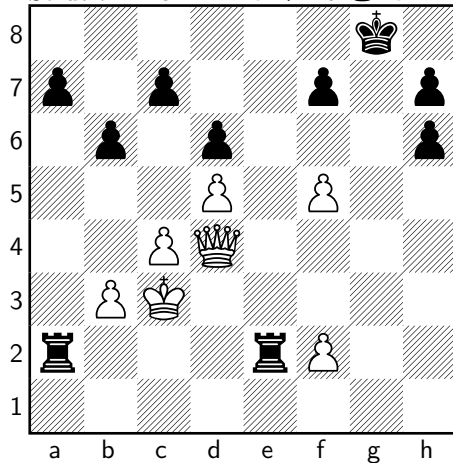
Black to move.

Solution: 31... ♖a1+ 32 ♜c1 ♜xc1#



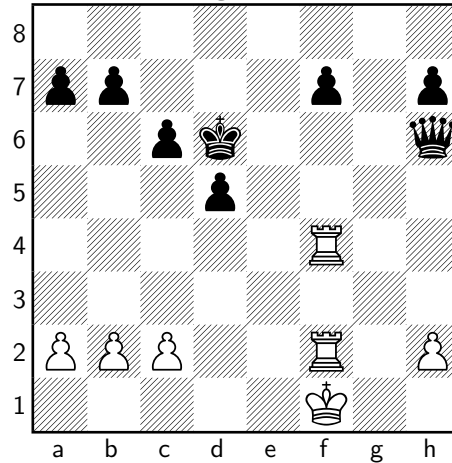
Black to move.

Solution: 25... ♜xc2+ 26 ♖xc2 ♜xc2+



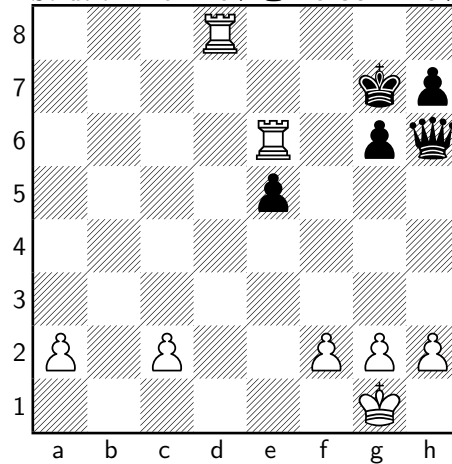
White to move.

Solution: 26 ♖g4+ ♜f8 27 f6



White to move.

Solution: 29 ♜f6+ ♖xf6 30 ♜xf6+

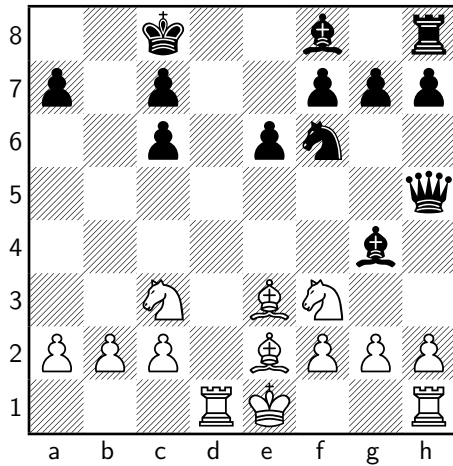


Black to move.

Solution: 33... ♖c1+ 34 ♜d1 ♖xd1#

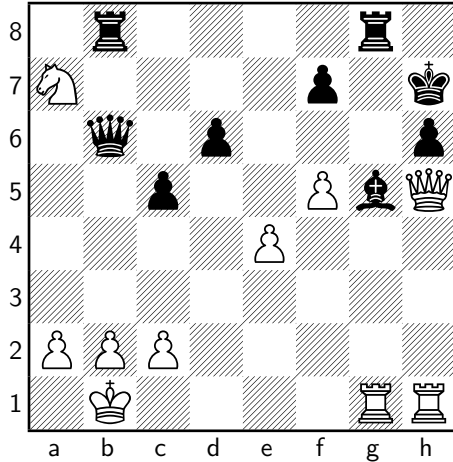
2.45 Queenside attack

An attack of the opponent's king, after they castled on the queen side.



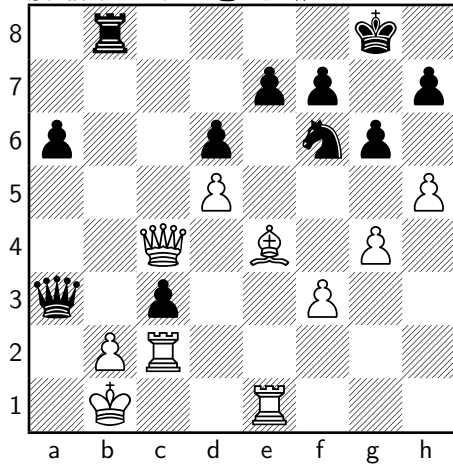
White to move.

Solution: 12 ♖a6+ ♔b8 13 ♜d8#



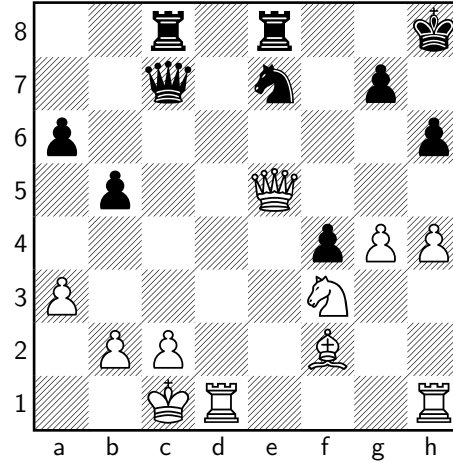
Black to move.

Solution: 27... ♙x b2#



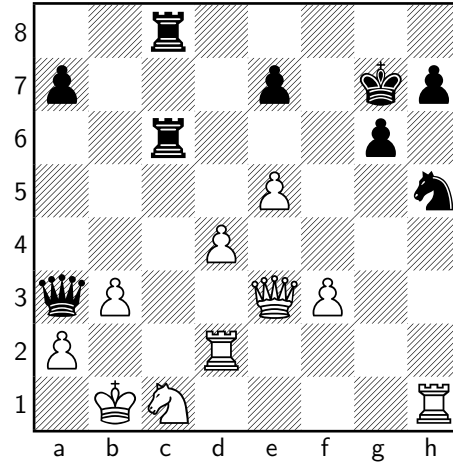
Black to move.

Solution: 28... ♜x b2+ 29 ♜x b2 ♙x b2#



Black to move.

Solution: 27... ♙x c2#

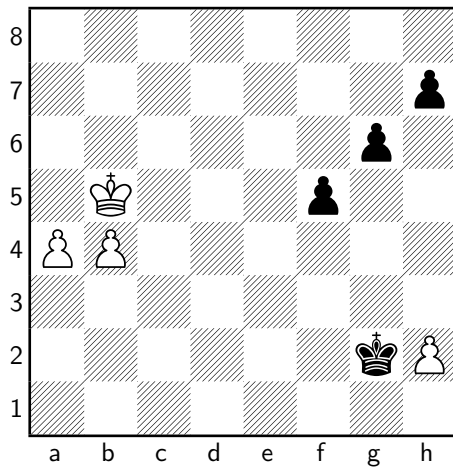


Black to move.

Solution: 31... ♜x c1+ 32 ♜x c1 ♜x c1#

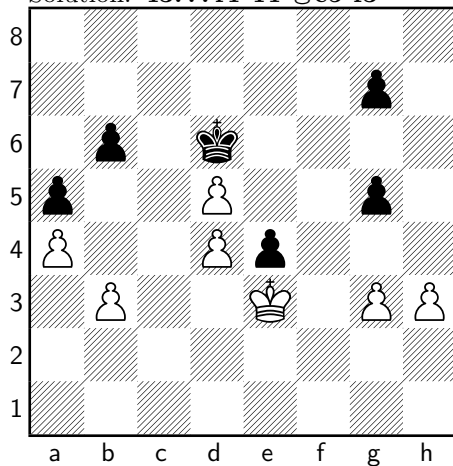
2.46 Quiet move

A move that does neither make a check or capture, nor an immediate threat to capture, but does prepare a more hidden unavoidable threat for a later move.



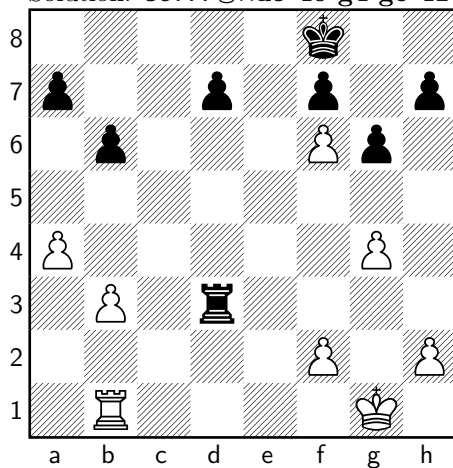
Black to move.

Solution: 43... f4 44 ♖c5 f3



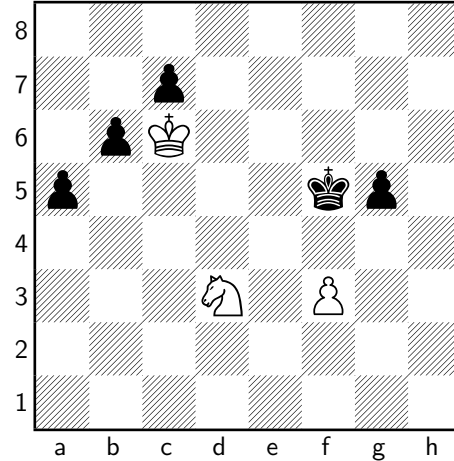
Black to move.

Solution: 39... ♕xd5 40 g4 g6 41 ♖e2 ♕xd4



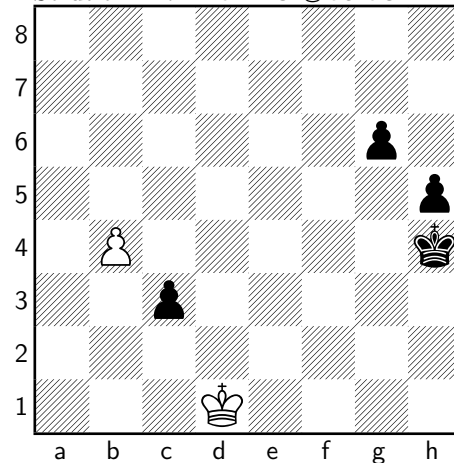
White to move.

Solution: 28 ♖c1 ♖d1+ 29 ♖xd1



Black to move.

Solution: 47... a4 48 ♖b5 a3

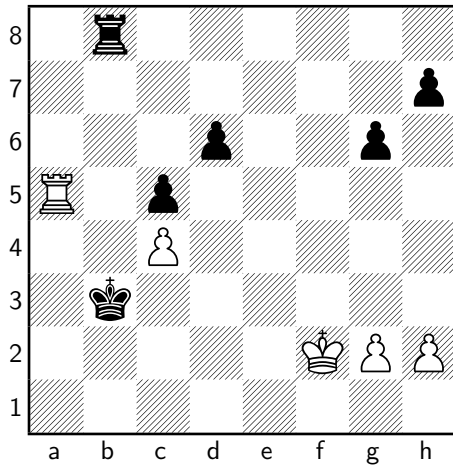


White to move.

Solution: 46 b5 g5 47 b6 g4 48 b7

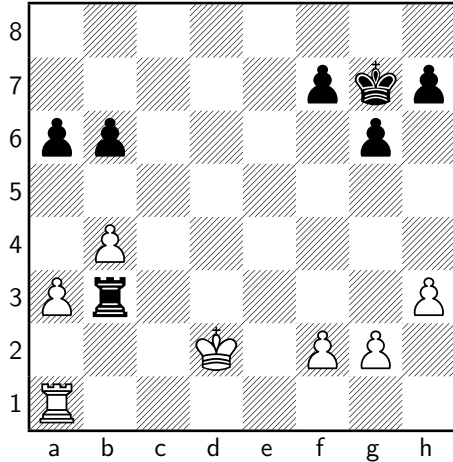
2.47 Rook endgame

An endgame with only rooks and pawns.



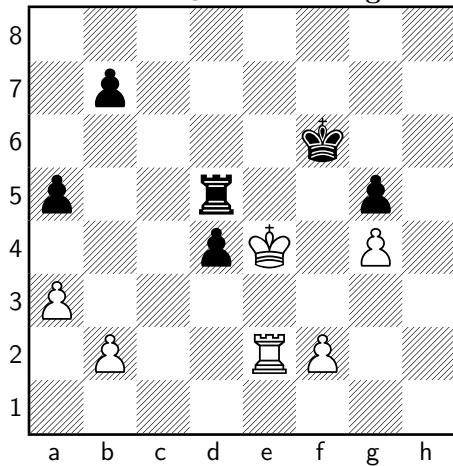
White to move.

Solution: 33 ♖b5+ ♔xc4 34 ♖xb8



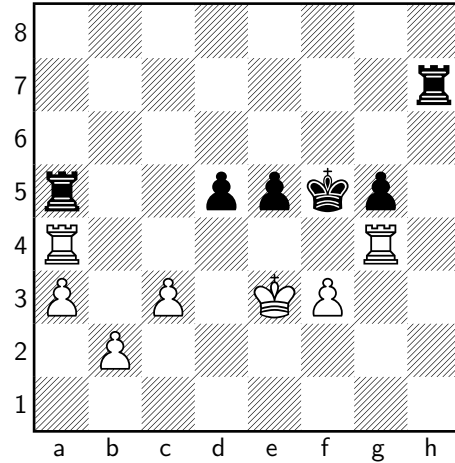
White to move.

Solution: 37 ♔c2 ♖xh3 38 g×h3



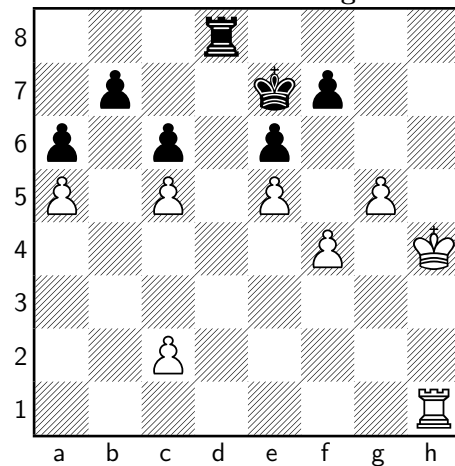
Black to move.

Solution: 41... ♖e5+ 42 ♔d3 ♖xe2



Black to move.

Solution: 38... d4+ 39 ♖gxd4 exd4+

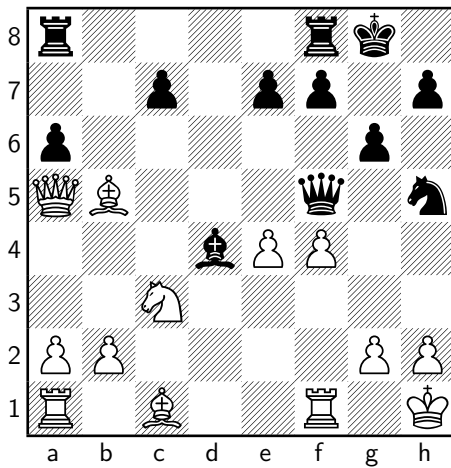


Black to move.

Solution: 43... ♖h8+ 44 ♔g3 ♖xh1

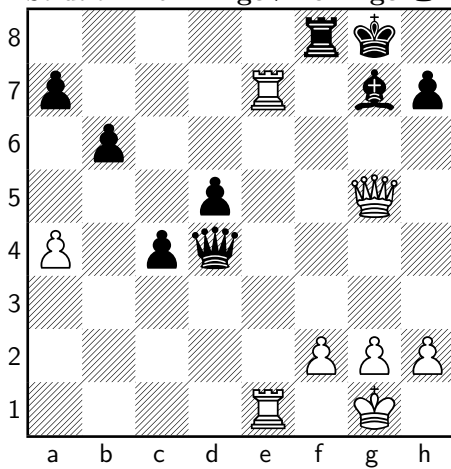
2.48 Sacrifice

A tactic involving giving up material in the short-term, to gain an advantage again after a forced sequence of moves.



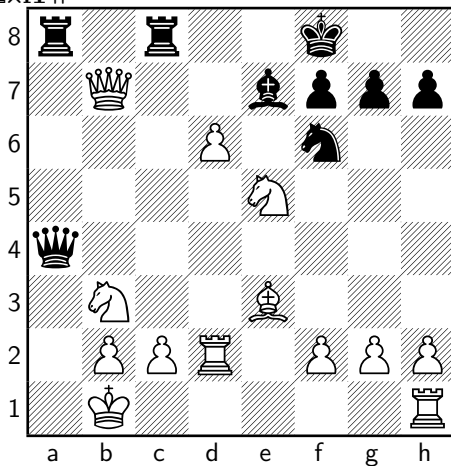
Black to move.

Solution: 19... ♘g3+ 20 h×g3 ♖h5#



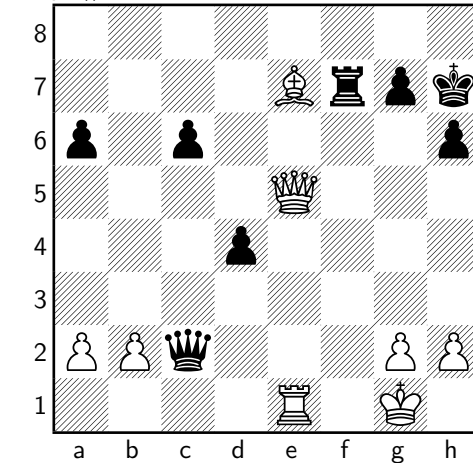
Black to move.

Solution: 32... ♖×f2+ 33 ♔h1 ♖f1+ 34 ♜×f1 ♜×f1#



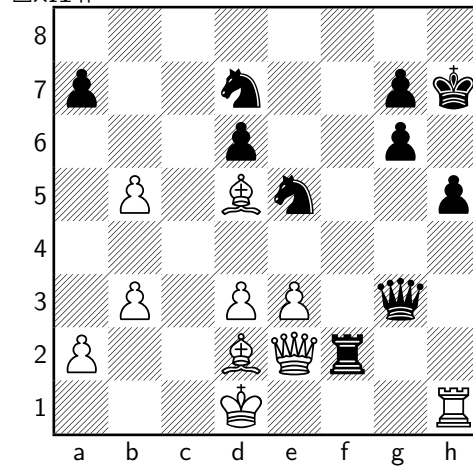
Black to move.

Solution: 27... ♖a2+ 28 ♔c1 ♖a1+ 29 ♘×a1 ♜×a1#



Black to move.

Solution: 30... ♖f2+ 31 ♔h1 ♖f1+ 32 ♜×f1 ♜×f1#

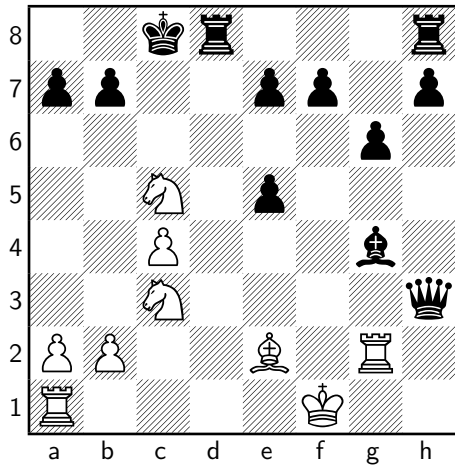


White to move.

Solution: 28 ♜×h5+ g×h5 29 ♖×h5#

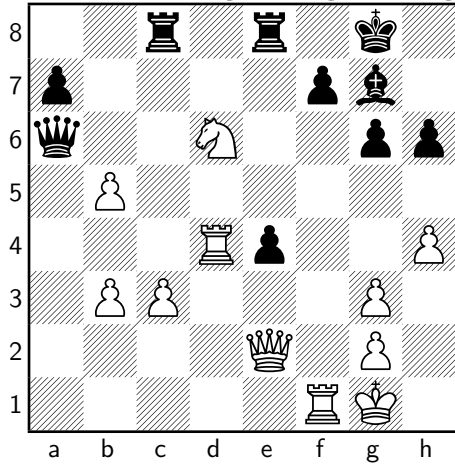
2.49 Short puzzle

Two moves to win.



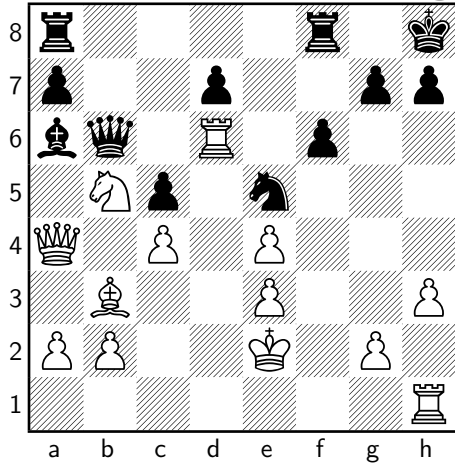
White to move.

Solution: 23 $\text{Q}\times\text{g4+}$ 24 $\text{R}\times\text{g4}$



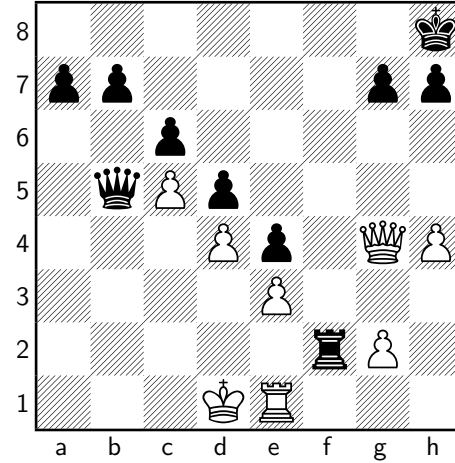
Black to move.

Solution: 25... $\text{Q}\times\text{d4+}$ 26 $\text{c}\times\text{d4}$ $\text{Q}\times\text{d6}$



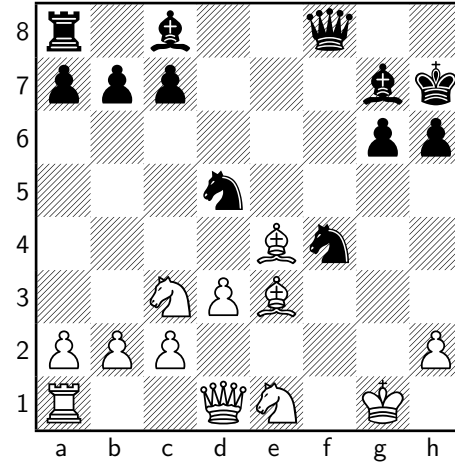
Black to move.

Solution: 21... $\text{Q}\times\text{b5}$ 22 $\text{R}\times\text{b6}$ $\text{Q}\times\text{a4}$



White to move.

Solution: 31 $\text{Q}\times\text{c8+}$ 32 $\text{Q}\times\text{f8\#}$

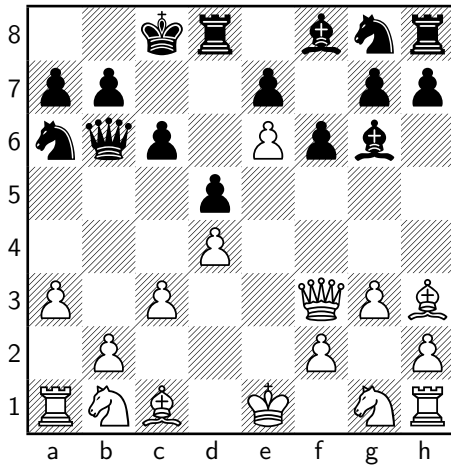


White to move.

Solution: 18 $\text{Q}\times\text{d5}$ $\text{Q}\times\text{d5}$ 19 $\text{Q}\times\text{d5}$

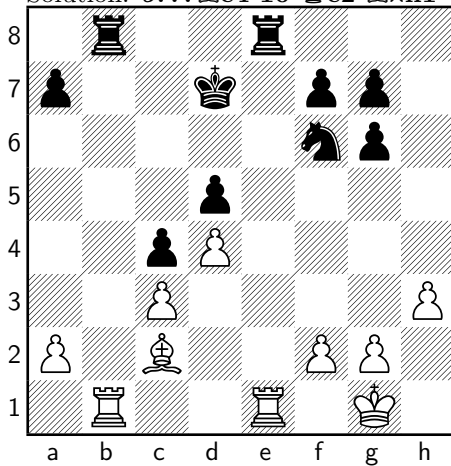
2.50 Skewer

A motif involving a high value piece being attacked, moving out the way, and allowing a lower value piece behind it to be captured or attacked, the inverse of a pin.



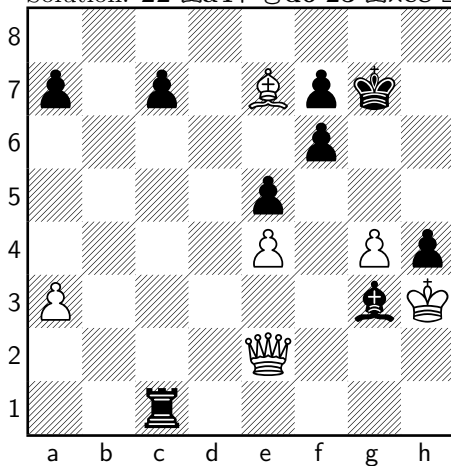
Black to move.

Solution: 9... ♖e4 10 ♔e2 ♖xh1



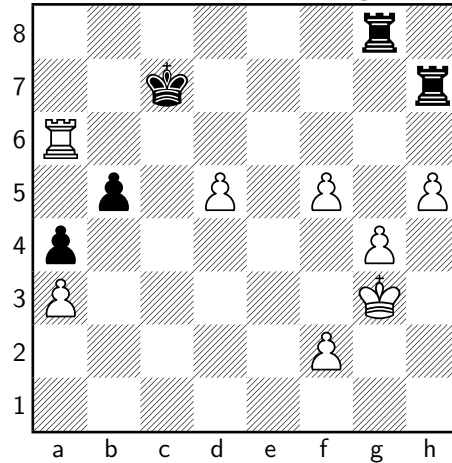
White to move.

Solution: 22 ♖a4+ ♔d6 23 ♖xe8 ♖xb1 24 ♖xb1



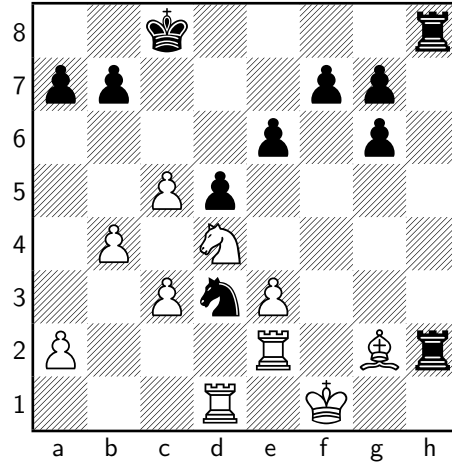
Black to move.

Solution: 35... ♖h1+ 36 ♔g2 ♖h2+ 37 ♔f3 ♖xe2



White to move.

Solution: 47 ♖a7+ ♔d6 48 ♖xh7

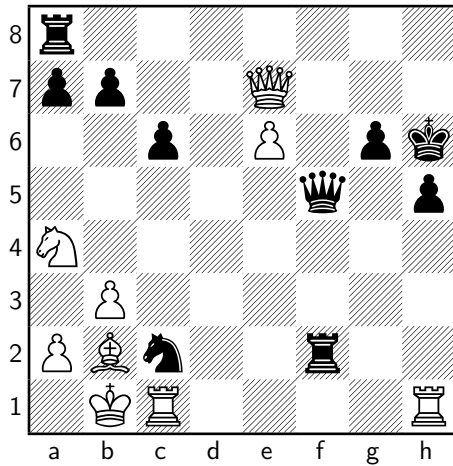


Black to move.

Solution: 25... ♖h1+ 26 ♖xh1 ♖xh1+ 27 ♔g2 ♖xd1

2.51 Smothered mate

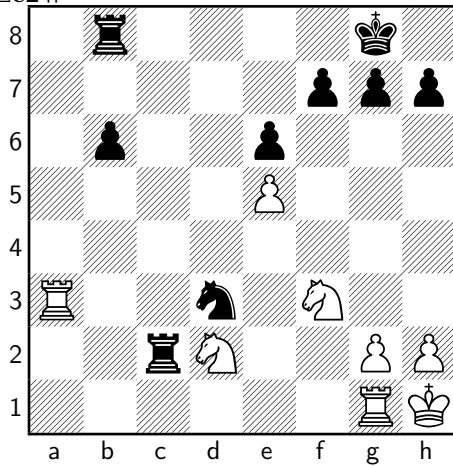
A checkmate delivered by a knight in which the mated king is unable to move because it is surrounded (or smothered) by its own pieces.



Black to move.

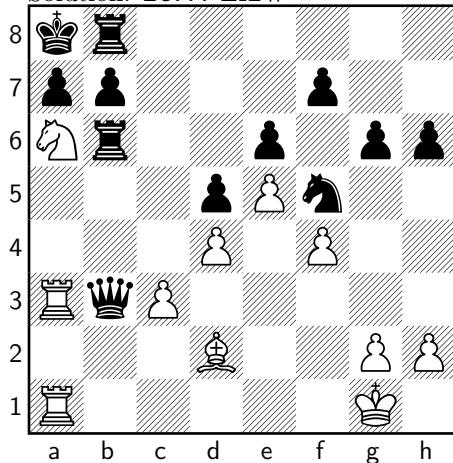
Solution: 30... ♖a3+ 31 ♙a1 ♜b1+ 32 ♜xb1

♞c2#



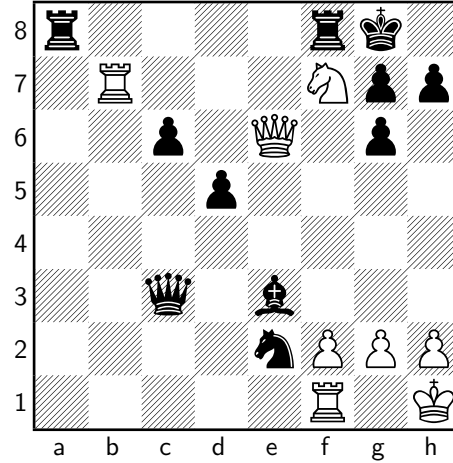
Black to move.

Solution: 26... ♞f2#



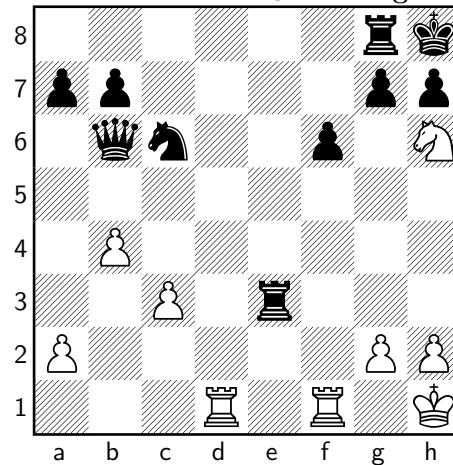
White to move.

Solution: 26 ♞c7#



White to move.

Solution: 35 ♞h6+ ♙h8 36 ♜g8+ ♜xg8 37 ♞f7#

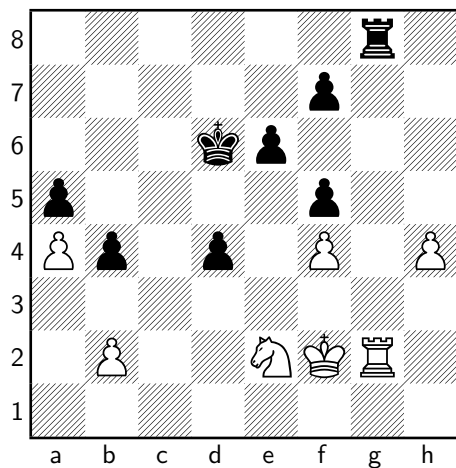


White to move.

Solution: 27 ♞f7#

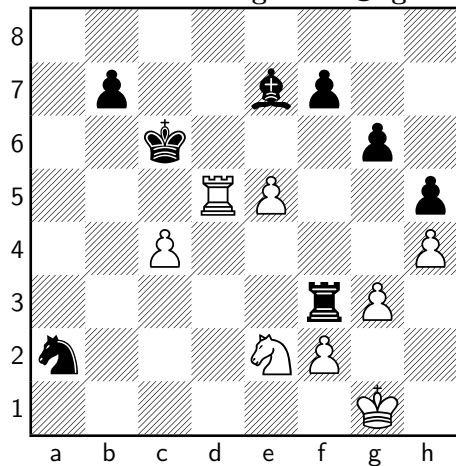
2.52 Super GM games

Puzzles from games played by the best players in the world.



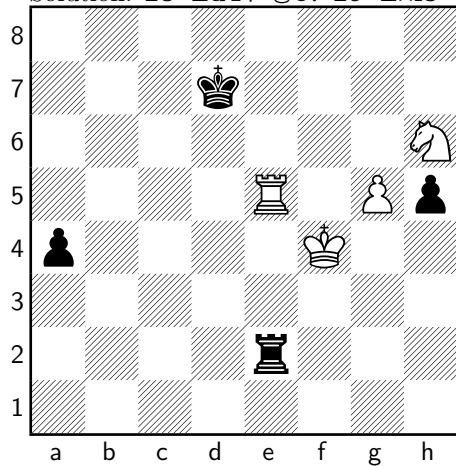
Black to move.

Solution: 37... Rg2+ 38 Qxg2 d3



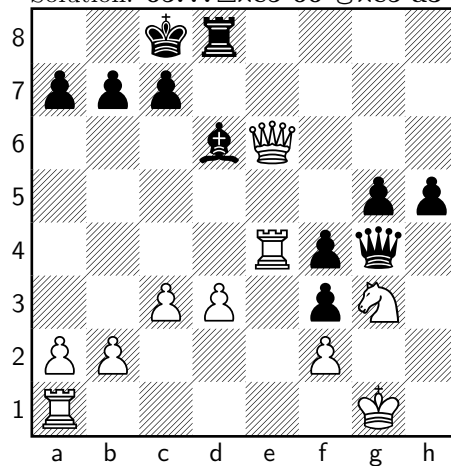
White to move.

Solution: 28 Qd4+ Qc7 29 Qxf3



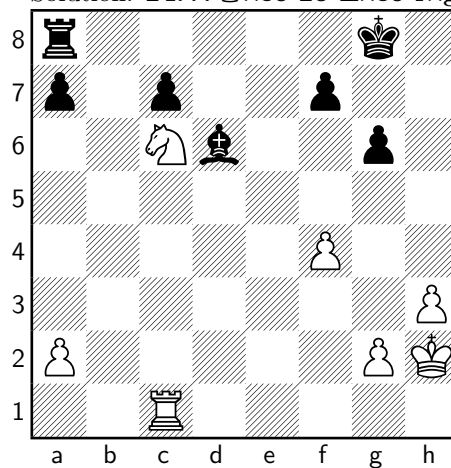
Black to move.

Solution: 65... Rxe5 66 Qxe5 a3



Black to move.

Solution: 24... Qxe6 25 Rxe6 fxf3

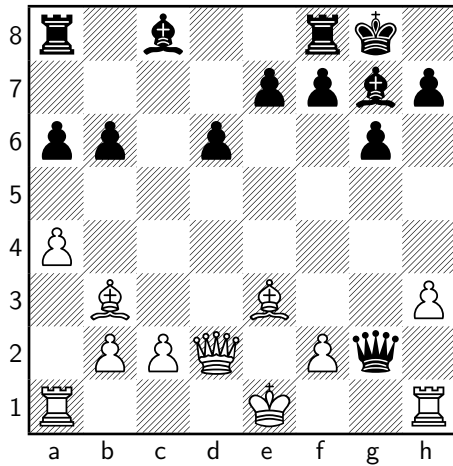


Black to move.

Solution: 29... Qxf4+ 30 g3 Qxc1

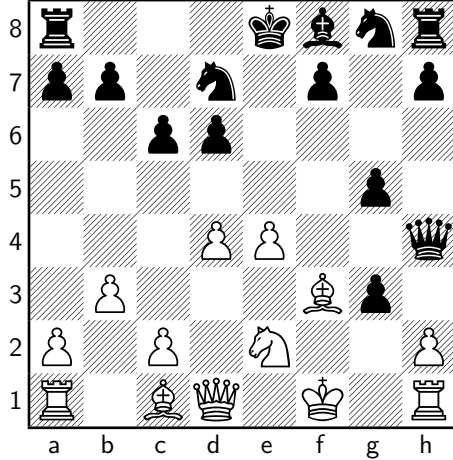
2.53 Trapped piece

A piece is unable to escape capture as it has limited moves.



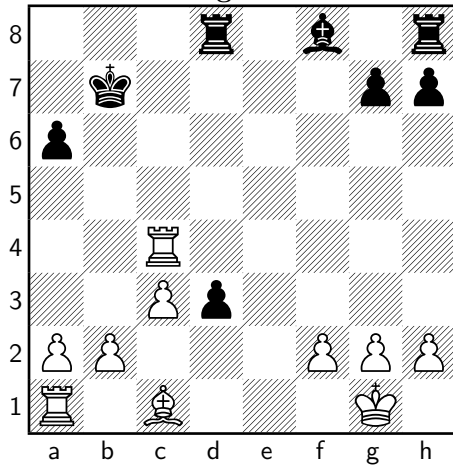
White to move.

Solution: 16 ♘d5 ♙×d5 17 ♙×d5



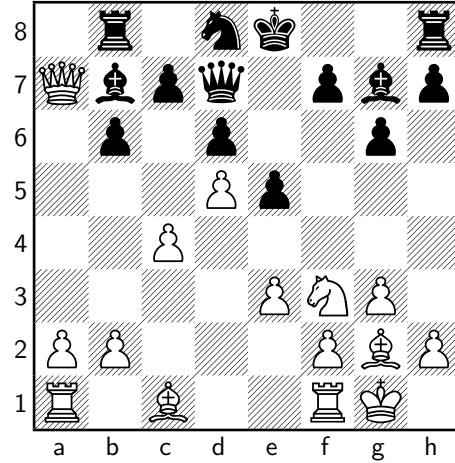
White to move.

Solution: 12 h×g3 ♙×h1+ 13 ♘×h1



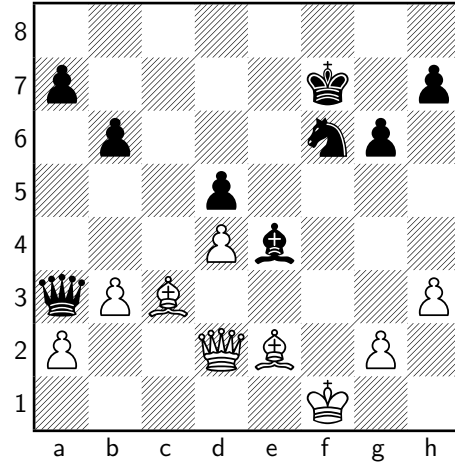
Black to move.

Solution: 19... d2 20 ♘×d2 ♙×d2



Black to move.

Solution: 13... ♖a8 14 ♙×a8 ♘×a8

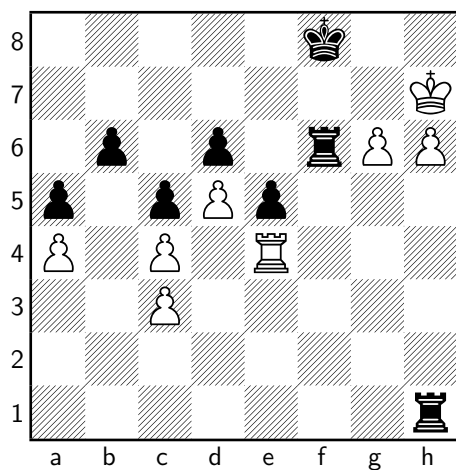


White to move.

Solution: 32 ♘b4 ♙×b4 33 ♙×b4

2.54 Underpromotion

Promotion to a knight, bishop, or rook.

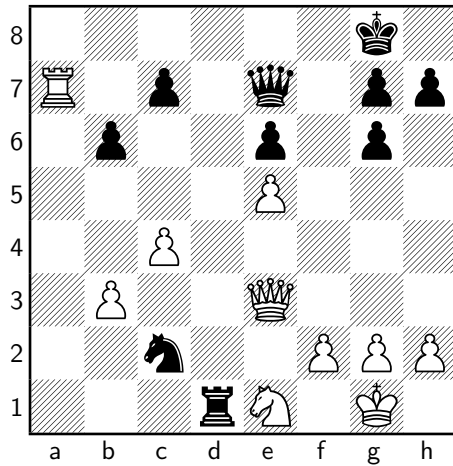


White to move.

Solution: 50 g7+ ♔e7 51 g8♖+ ♔f7 52 ♖xh6

2.55 Very long puzzle

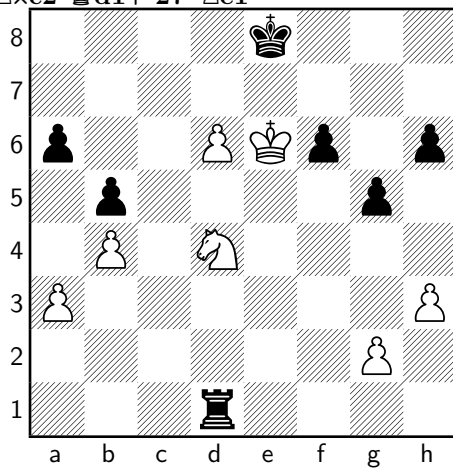
Four moves or more to win.



White to move.

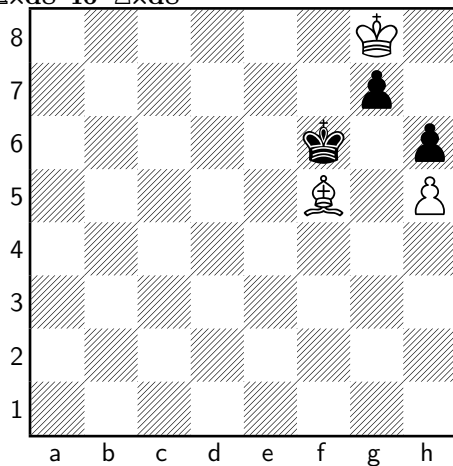
Solution: 24 ♖a8+ ♔d8 25 ♖xd8+ ♚xd8 26

♜xc2 ♞d1+ 27 ♜e1



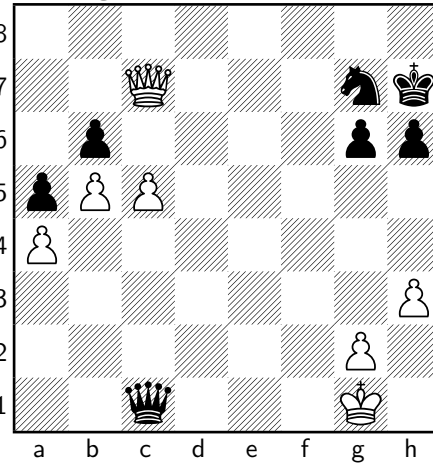
White to move.

Solution: 43 d7+ ♔d8 44 ♜c6+ ♔c7 45 d8♚+ ♜xd8 46 ♜xd8



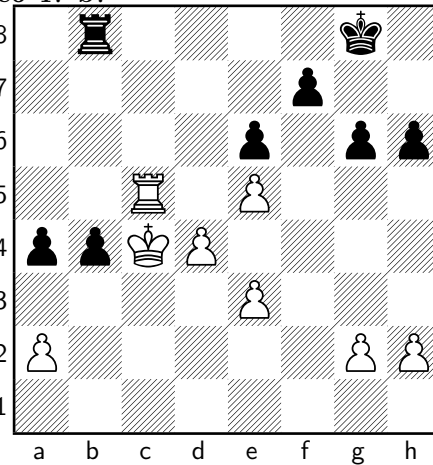
Black to move.

Solution: 64... ♜xf5 65 ♜xg7 ♜g5 66 ♜f7 ♜xh5 67 ♜f6 ♜g4



White to move.

Solution: 44 ♜h2 ♞xc5 45 ♞xc5 bxc5 46 b6 ♜e6 47 b7

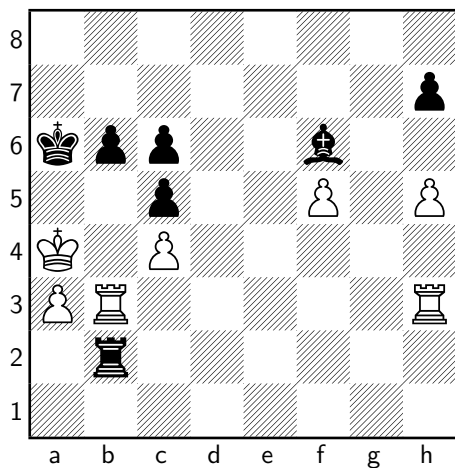


Black to move.

Solution: 29... b3 30 axb3 axb3 31 ♜c3 b2 32 ♜c8+ ♜xc8+

2.56 X-Ray attack

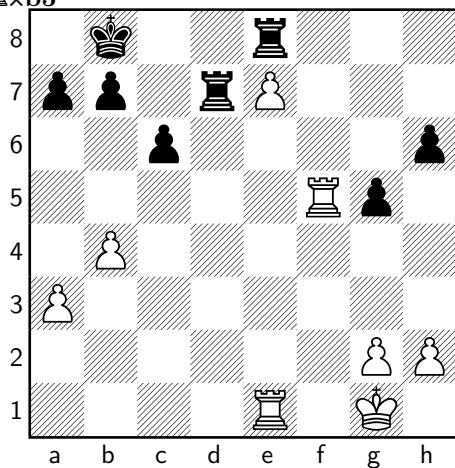
A piece attacks or defends a square, through an enemy piece.



Black to move.

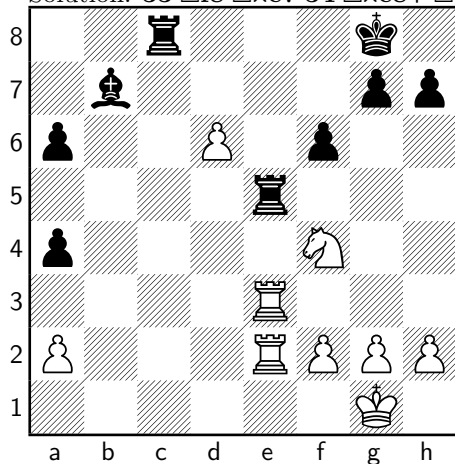
Solution: 48...b5+ 49 cxb5+ cxb5+ 50 ♖xb5

♖xb5



White to move.

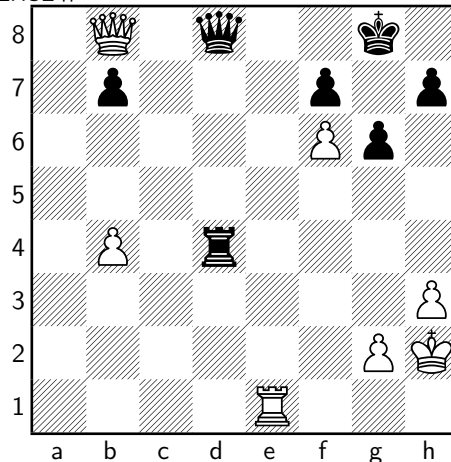
Solution: 33 ♖f8 ♖xe7 34 ♖xe8+ ♖xe8 35 ♖xe8+



Black to move.

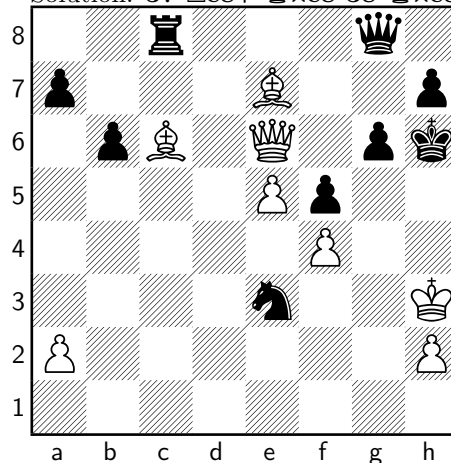
Solution: 27...♖c1+ 28 ♖e1 ♖xe1+ 29 ♖xe1

♖xe1#



White to move.

Solution: 37 ♖e8+ ♖xe8 38 ♖xe8#

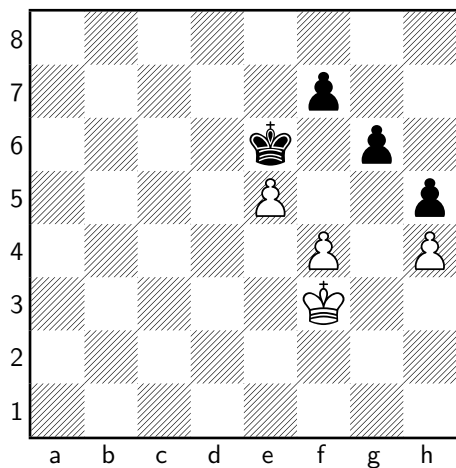


White to move.

Solution: 38 ♖g5+ ♖h5 39 ♖f3+ ♖g4 40 ♖xg4+ f×g4+ 41 ♖×g4#

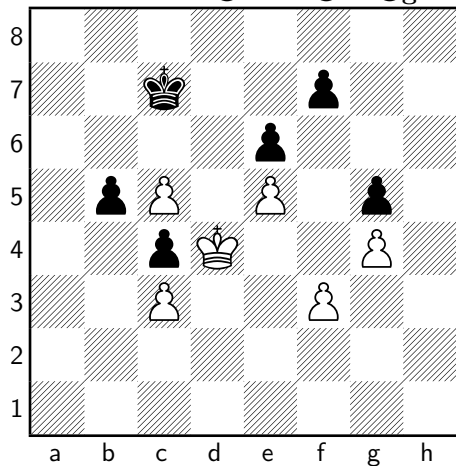
2.57 Zugzwang

The opponent is limited in the moves they can make, and all moves worsen their position.



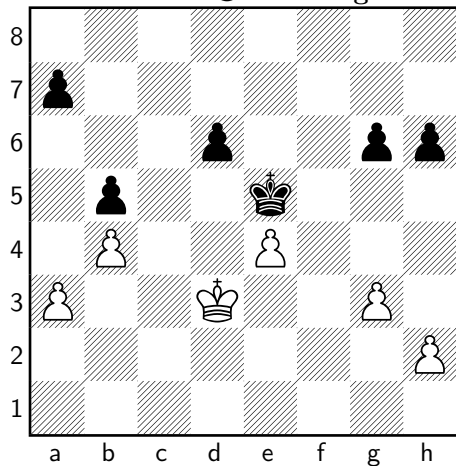
Black to move.

Solution: 45... ♔f5 46 ♕e3 ♔g4 47 ♕e4 ♕xh4



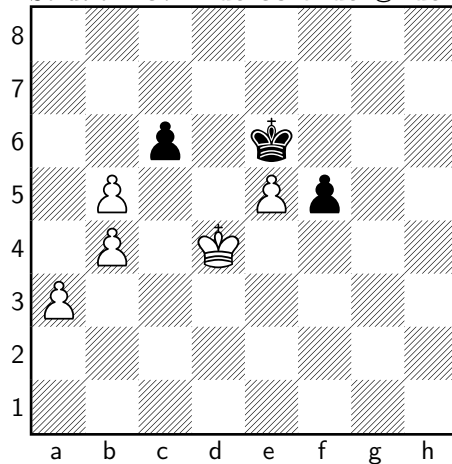
Black to move.

Solution: 45... ♔c6 46 f4 gxf4



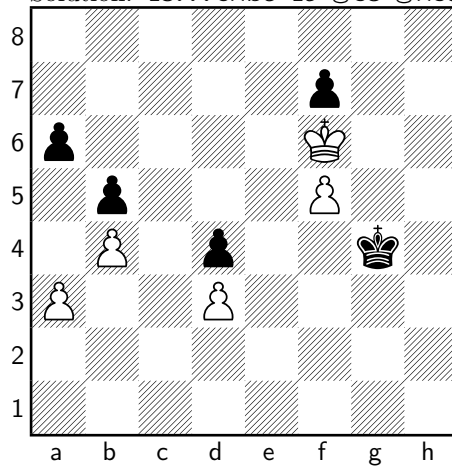
Black to move.

Solution: 37... d5 38 exd5 ♕xd5



Black to move.

Solution: 48... cxb5 49 ♕e3 ♕xe5



Black to move.

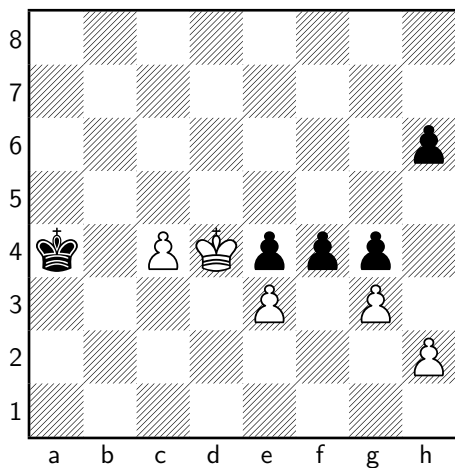
Solution: 54... ♕f4 55 ♕xf7 ♕xf5

Chapter 3

2000 rated problems.

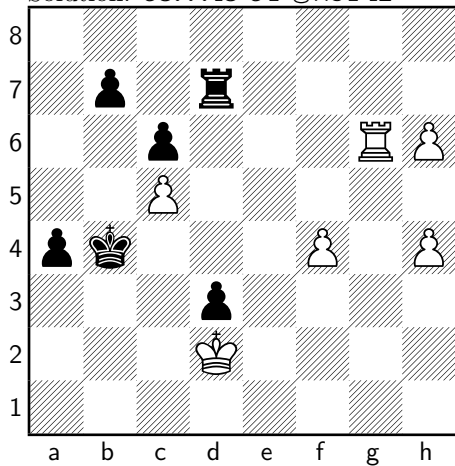
3.1 Advanced pawn

One of your pawns is deep into the opponent position, maybe threatening to promote.



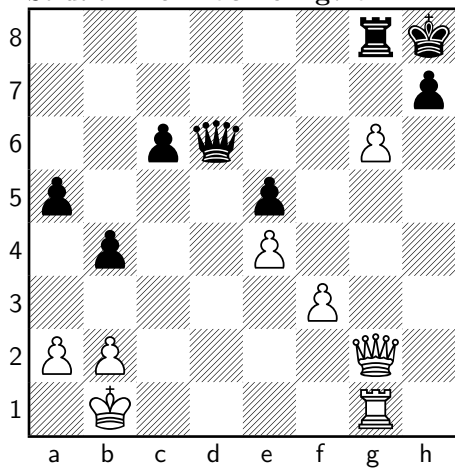
Black to move.

Solution: 53... f3 54 ♔xe4 f2



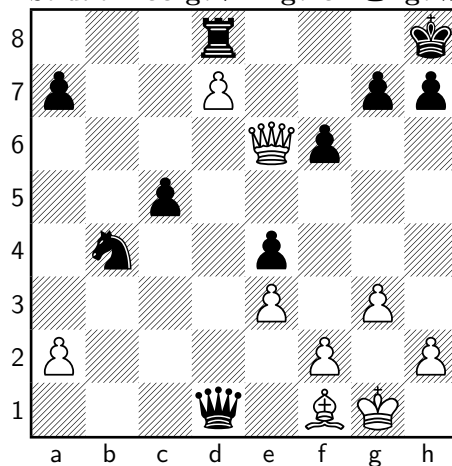
Black to move.

Solution: 45... a3 46 ♖g7 a2



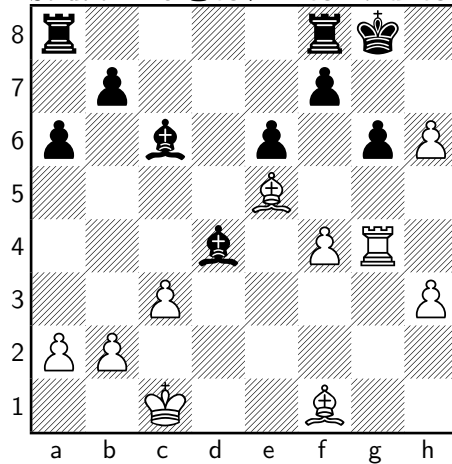
White to move.

Solution: 33 g7+ ♜xg7 34 ♔xg7#



White to move.

Solution: 26 ♔e8+ ♜xe8 27 dxe8 ♔#

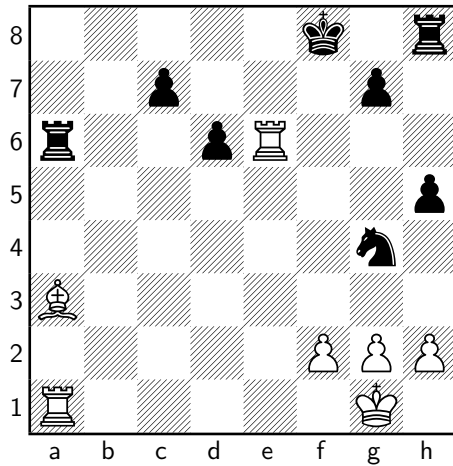


White to move.

Solution: 23 h7+ ♕xh7 24 ♜h4+ ♕g8 25 ♜h8#

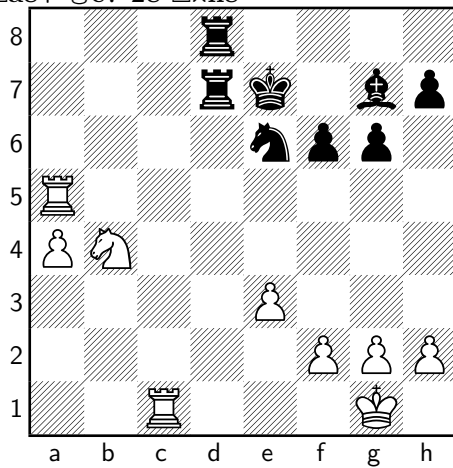
3.2 Advantage

Seize your chance to get a decisive advantage. (200cp eval 600cp)



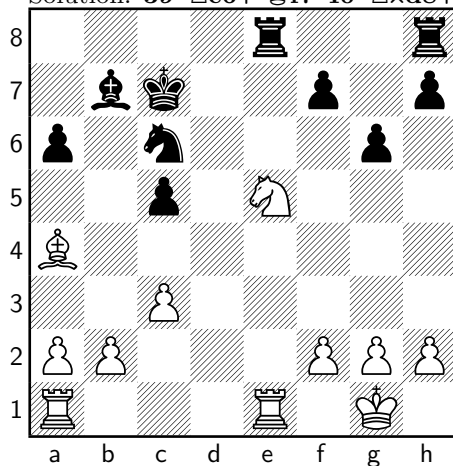
White to move.

Solution: 25 ♖xd6+ ♜xd6 26 ♜xd6 cxd6 27 ♜a8+ ♔e7 28 ♜xh8



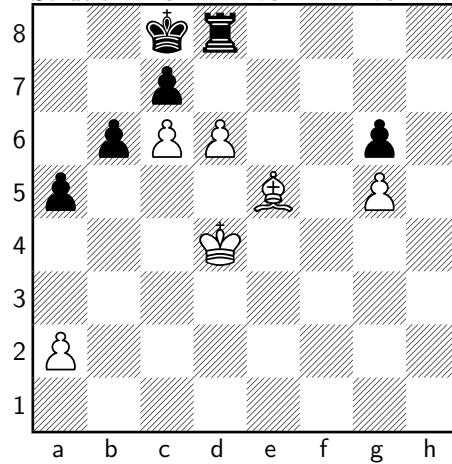
White to move.

Solution: 39 ♘c6+ ♔f7 40 ♘xd8+



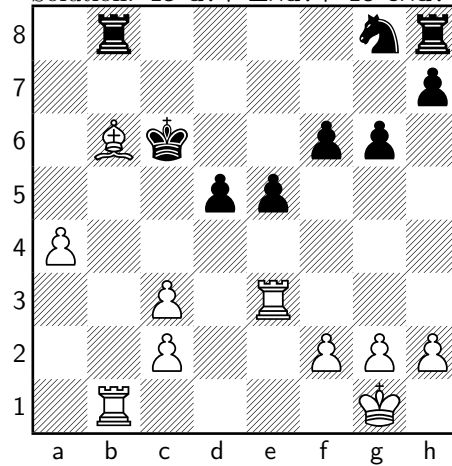
Black to move.

Solution: 20... ♜xe5 21 ♜xe5 ♘xe5



White to move.

Solution: 45 d7+ ♜xd7+ 46 cxd7+

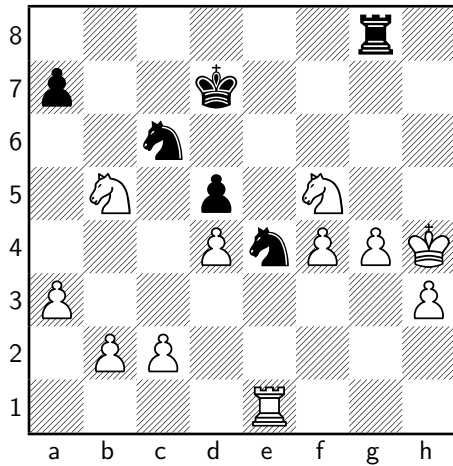


Black to move.

Solution: 23... ♜xb6 24 ♜xb6+ ♔xb6

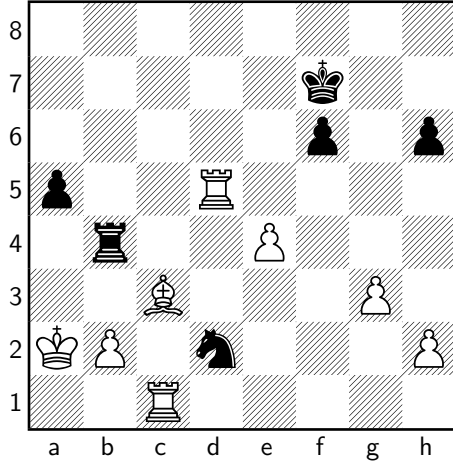
3.3 Anastasia's mate

A knight and rook or queen team up to trap the opposing king between the side of the board and a friendly piece.



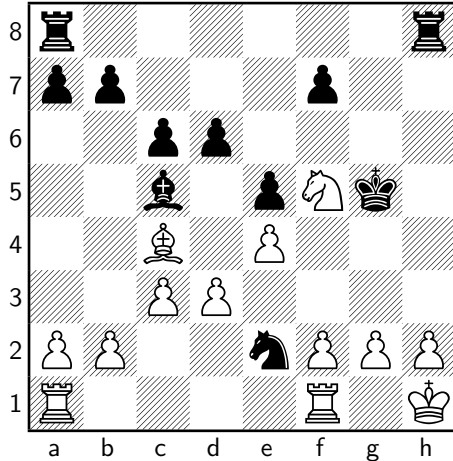
Black to move.

Solution: 37... ♖h8+ 38 ♜h6 ♖xh6#



Black to move.

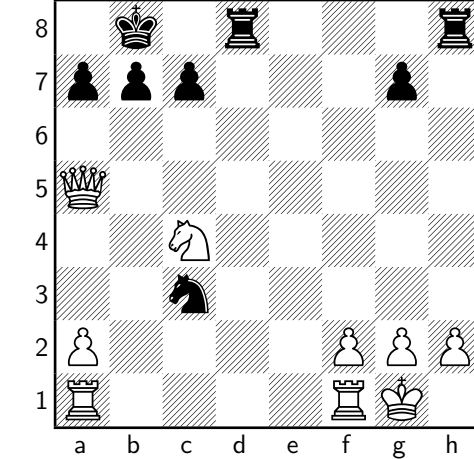
Solution: 31... ♖a4#



Black to move.

Solution: 21... ♖xh2+ 22 ♜xh2 ♖h8+ 23 ♜h6

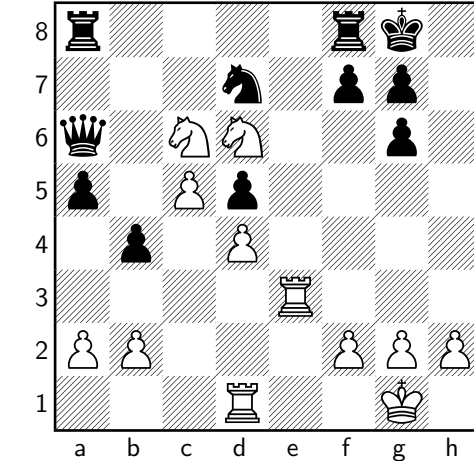
♖xh6#



Black to move.

Solution: 28... ♜e2+ 29 ♜h1 ♖xh2+ 30 ♜xh2

♖h8+ 31 ♜h5 ♖xh5#

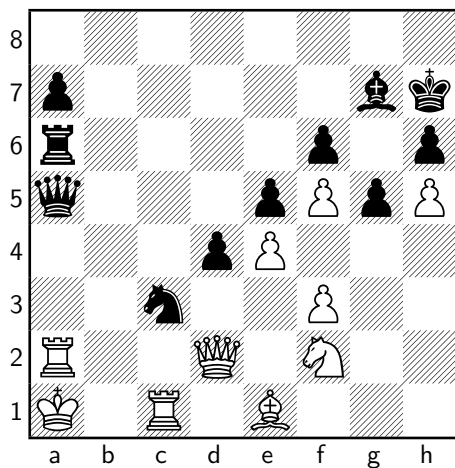


White to move.

Solution: 24 ♜e7+ ♜h7 25 ♖h3#

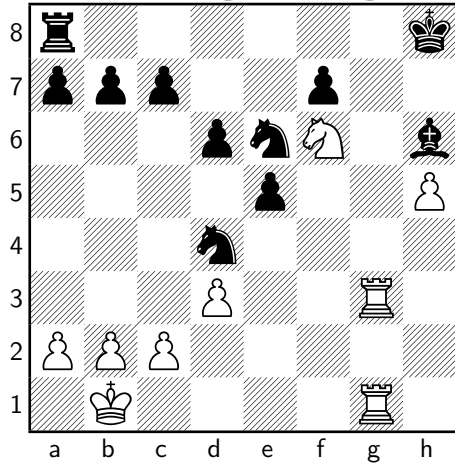
3.4 Arabian mate

A knight and a rook team up to trap the opposing king on a corner of the board.



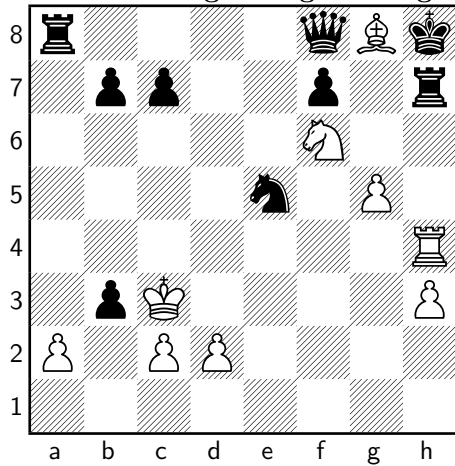
Black to move.

Solution: 38... ♕xa2+ 39 ♕xa2 ♖xa2#



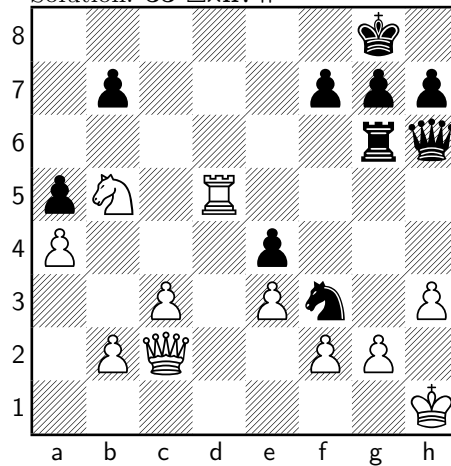
White to move.

Solution: 28 ♖g8+ ♖xg8 29 ♖xg8#



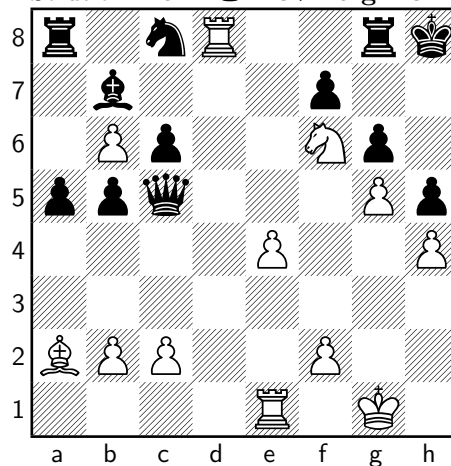
White to move.

Solution: 33 ♖xh7#



Black to move.

Solution: 25... ♕xh3+ 26 g×h3 ♖g1#

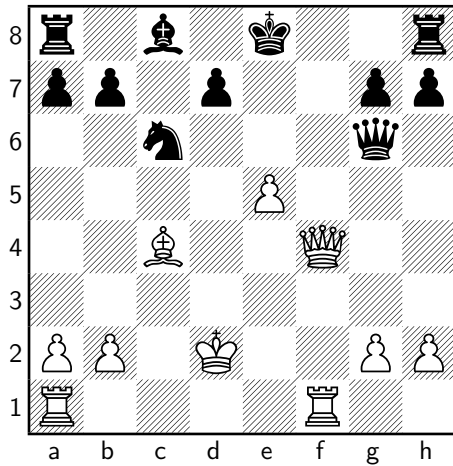


White to move.

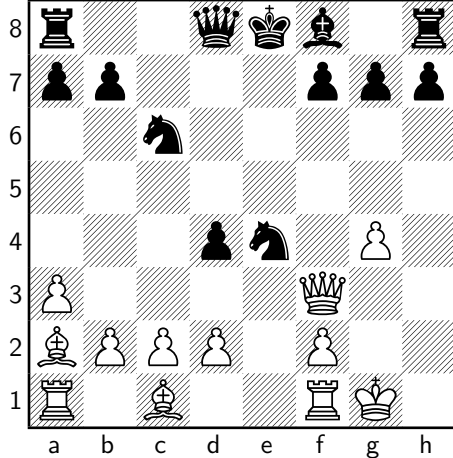
Solution: 34 ♖xg8#

3.5 Attacking f2 or f7

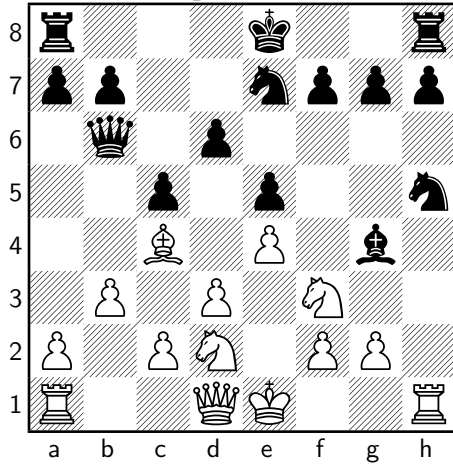
An attack focusing on the f2 or f7 pawn, such as in the fried liver opening.



Solution: 20 ♔xf7+ ♕xf7 21 ♖xf7+

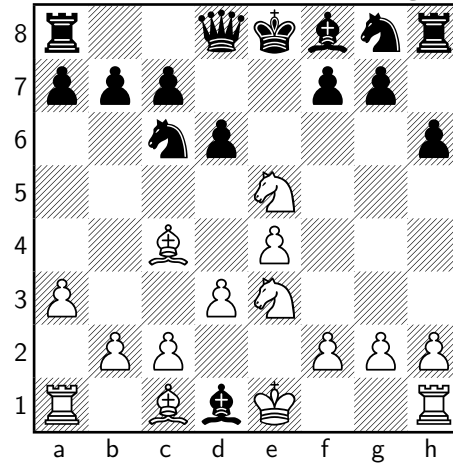


Solution: 14 ♕xf7#



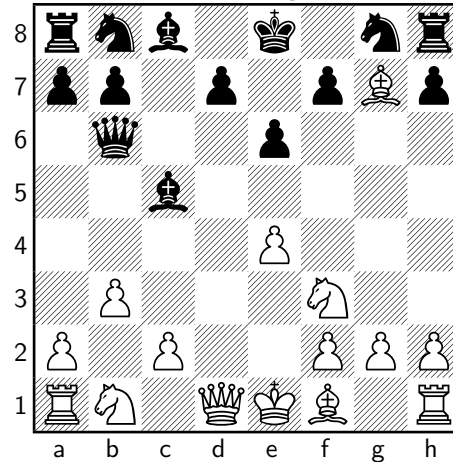
White to move.

Solution: 11 ♔xf7+ ♕xf7 12 ♖g5+ ♗e8 13 ♖xg4



White to move.

Solution: 10 ♔xf7+ ♗e7 11 ♖d5#

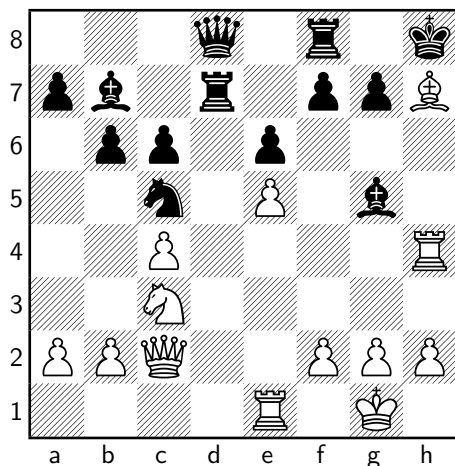


Black to move.

Solution: 7... ♔xf2+ 8 ♗d2 ♖e3#

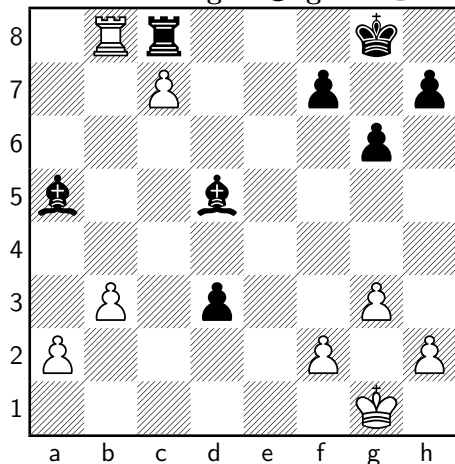
3.6 Attraction

An exchange or sacrifice encouraging or forcing an opponent piece to a square that allows a follow-up tactic.



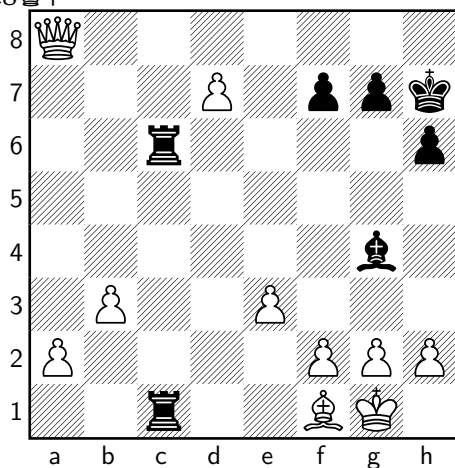
White to move.

Solution: 20 ♖g8+ ♕xg8 21 ♔h7#



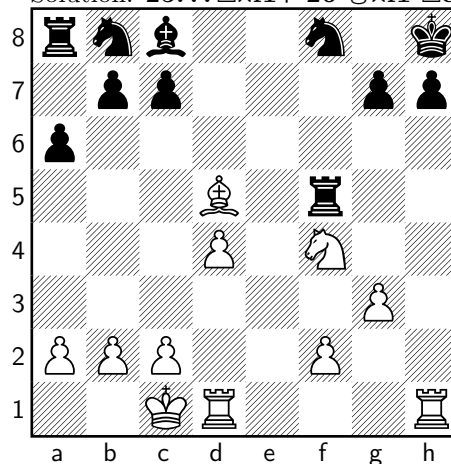
White to move.

Solution: 33 ♖xc8+ ♕g7 34 ♖g8+ ♕xg8 35 c8♔+



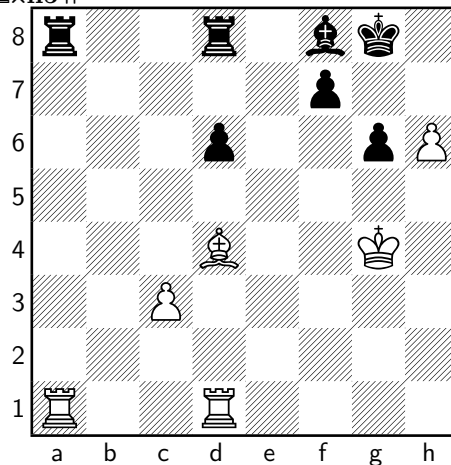
Black to move.

Solution: 25... ♖xf1+ 26 ♕xf1 ♖c1#



White to move.

Solution: 18 ♖xh7+ ♕xh7 19 ♖h1+ ♖h5 20 ♖xh5#

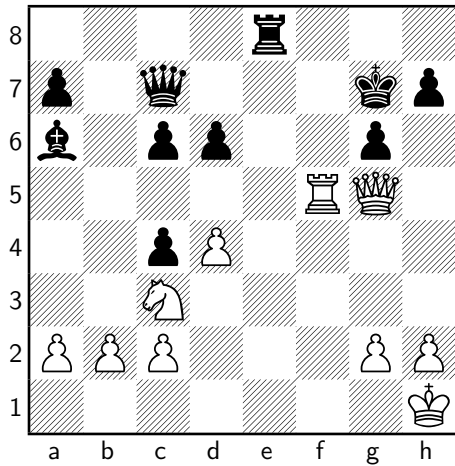


White to move.

Solution: 33 h7+ ♕xh7 34 ♖h1+ ♖h6 35 ♖xh6+ ♕xh6 36 ♖h1#

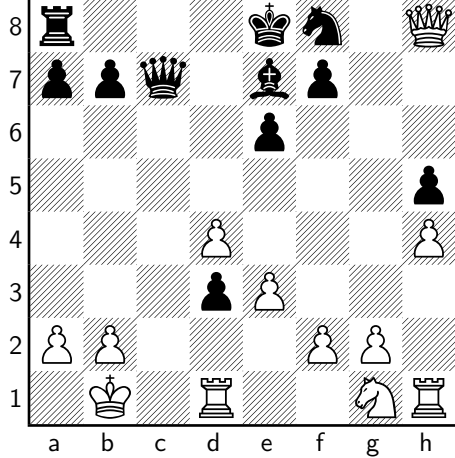
3.7 Back rank mate

Checkmate the king on the home rank, when it is trapped there by its own pieces.



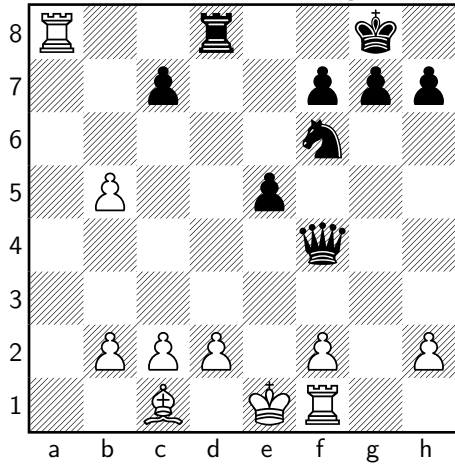
Black to move.

Solution: 26... ♖e1+ 27 ♜f1 ♜×f1#



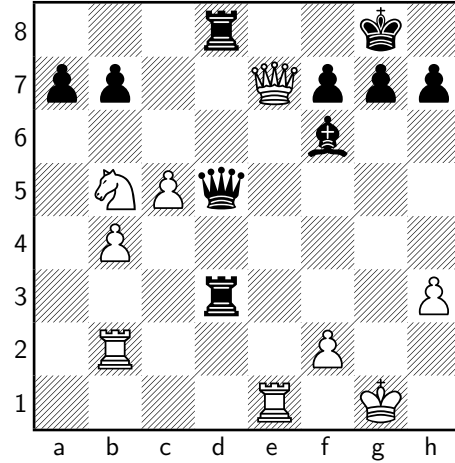
Black to move.

Solution: 17... ♕c2+ 18 ♔a1 ♕×d1#



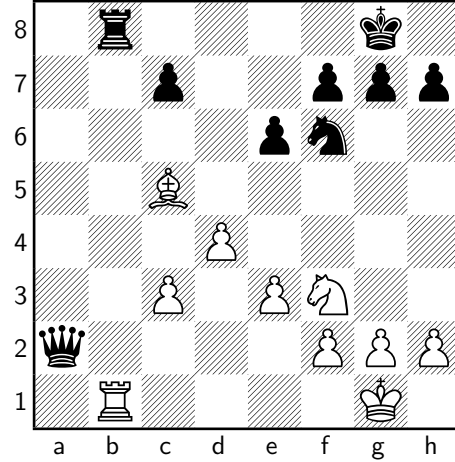
White to move.

Solution: 20 ♜×d8+ ♜e8 21 ♜×e8#



White to move.

Solution: 32 ♕e8+ ♜×e8 33 ♜×e8#

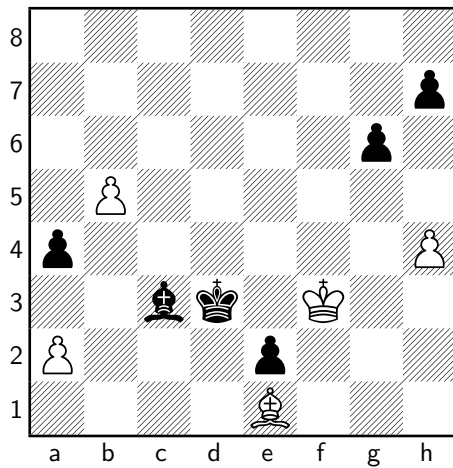


White to move.

Solution: 20 ♜×b8+ ♜e8 21 ♜×e8#

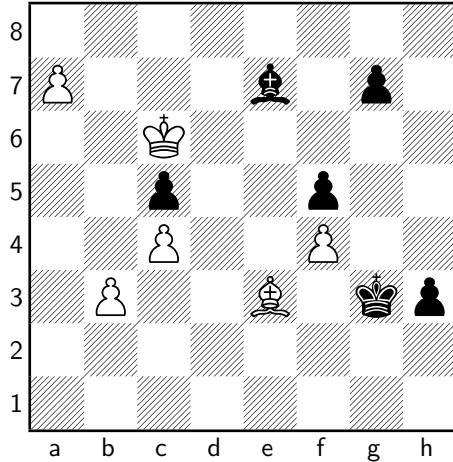
3.8 Bishop endgame

An endgame with only bishops and pawns.



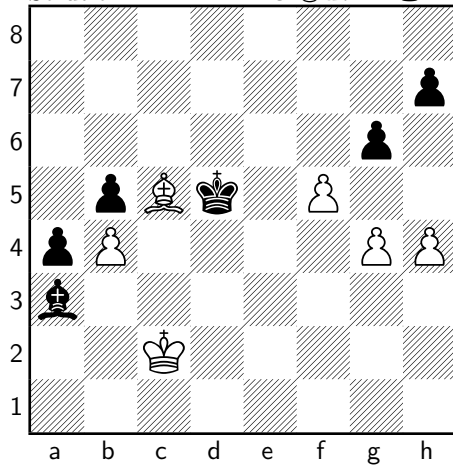
White to move.

Solution: 48. ♖xc3 ♜xc3 49. ♜xe2



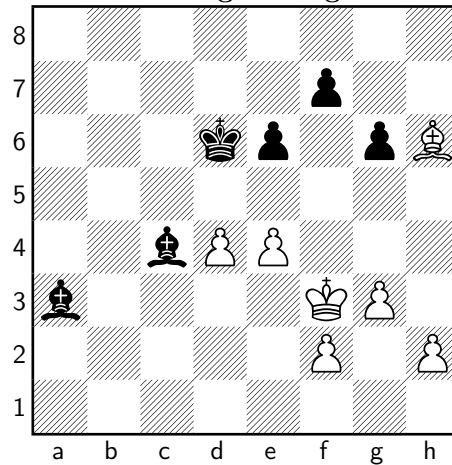
Black to move.

Solution: 42... h2 43. ♞d7 h1 ♚



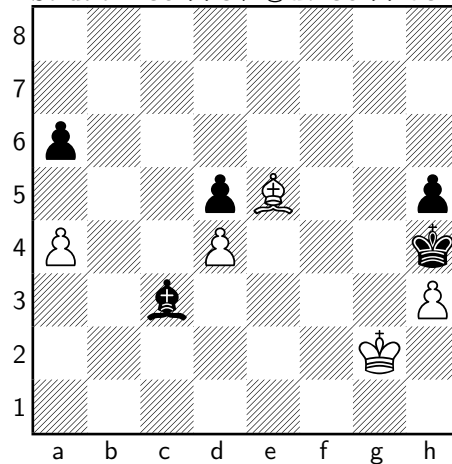
Black to move.

Solution: 54... gxf5 55. gxf5 ♜e5 56. f6 ♜xf6



White to move.

Solution: 35. ♜f8+ ♞d7 36. ♜xa3

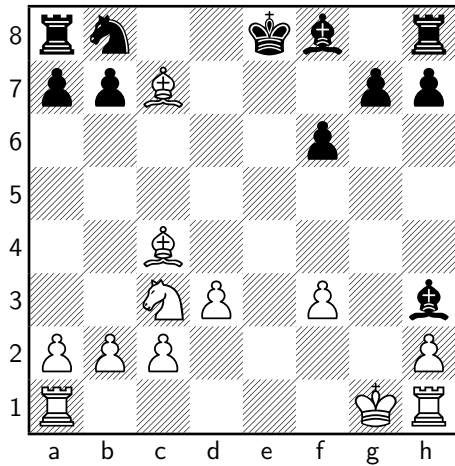


White to move.

Solution: 51. ♜f6 ♚

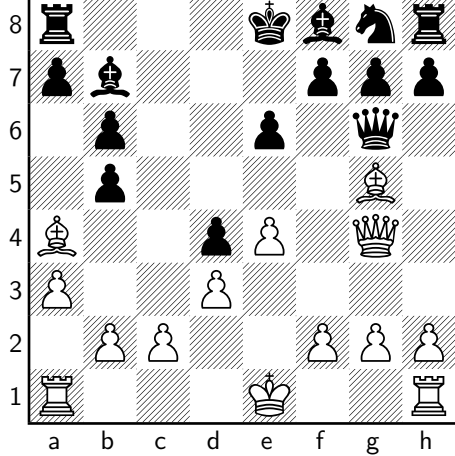
3.9 Boden's mate

Two attacking bishops on criss-crossing diagonals deliver mate to a king obstructed by friendly pieces.



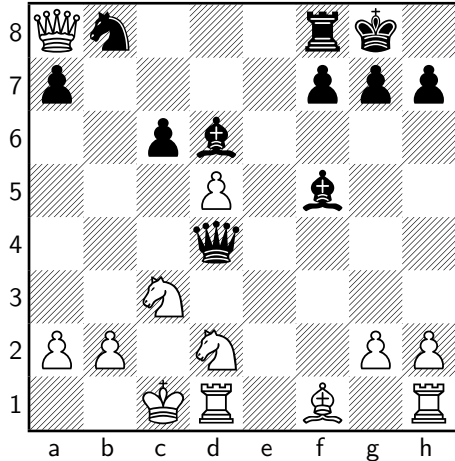
Black to move.

Solution: 14... ♗c5+ 15 d4 ♗xd4#



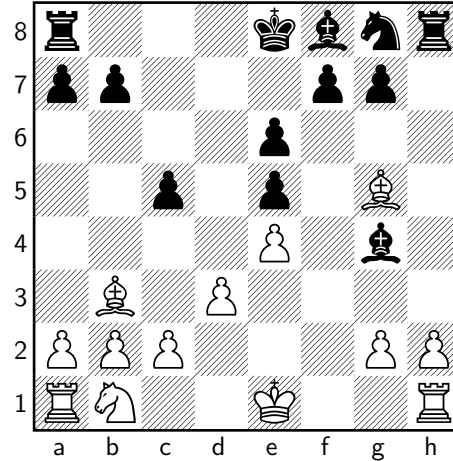
White to move.

Solution: 14 ♗xb5+ ♗c6 15 ♗xc6#



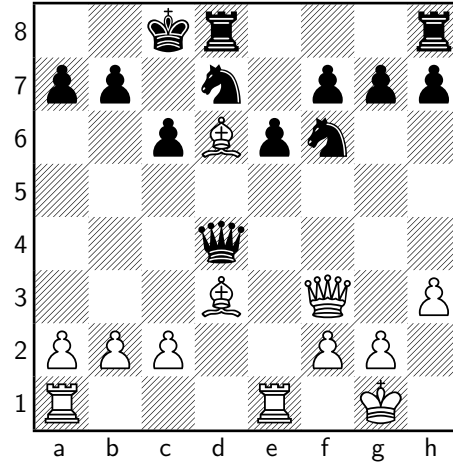
Black to move.

Solution: 14... ♖xc3+ 15 bxc3 ♗a3#



White to move.

Solution: 13 ♗a4+ b5 14 ♗xb5#

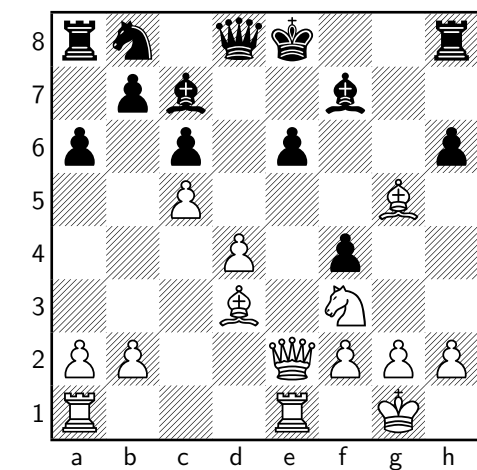


White to move.

Solution: 17 ♖xc6+ bxc6 18 ♗a6#

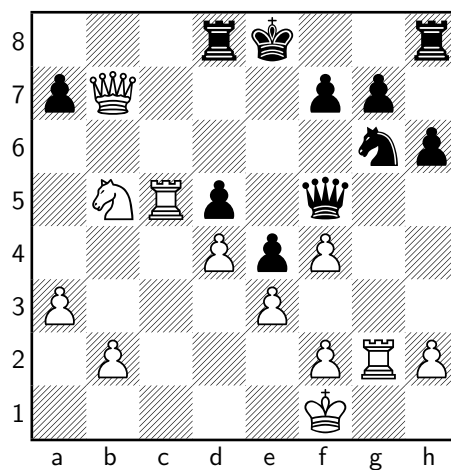
3.10 Castling

Bring the king to safety, and deploy the rook for attack.



Black to move.

Solution: 19... h×g5 20 ♖g6 O-O 21 ♖×f7+
♖×f7

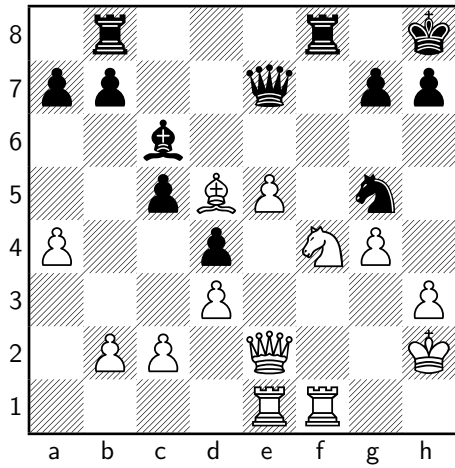


Black to move.

Solution: 21... O-O

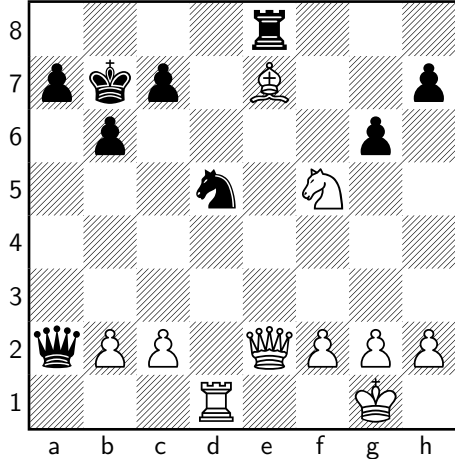
3.11 Capture the defender

Removing a piece that is critical to defence of another piece, allowing the now undefended piece to be captured on a following move.



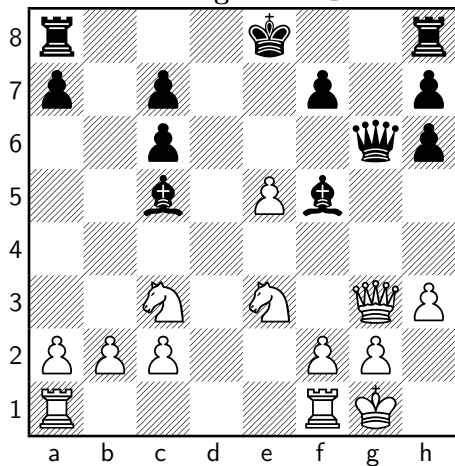
Black to move.

Solution: 27... ♖xf4 28 ♖xf4 ♙xd5



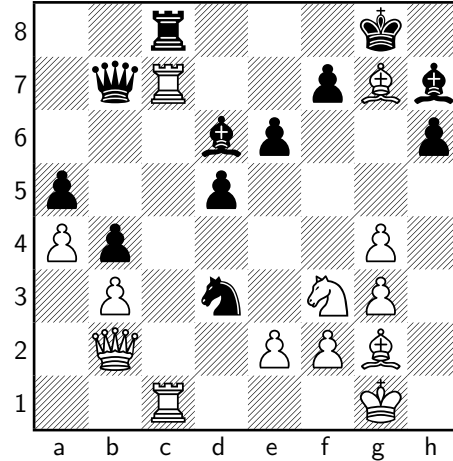
Black to move.

Solution: 22... gxf5 23 ♖f3 ♖xe7



Black to move.

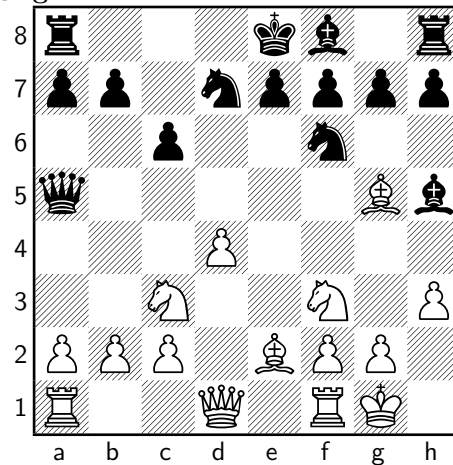
Solution: 16... ♖xg3 17 f×g3 ♙xe3+



Black to move.

Solution: 27... ♘xb2 28 ♖xb7 ♖xc1+ 29 ♔h2

♙xg7

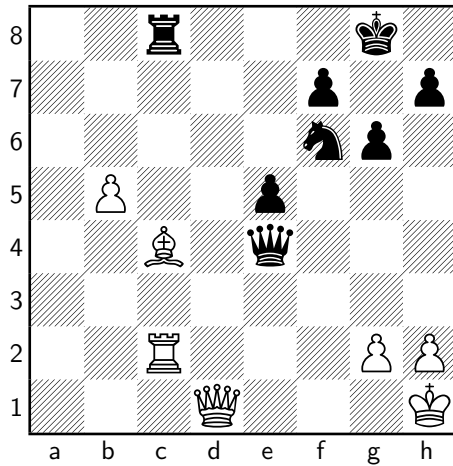


Black to move.

Solution: 9... ♙xf3 10 ♙xf3 ♖xg5

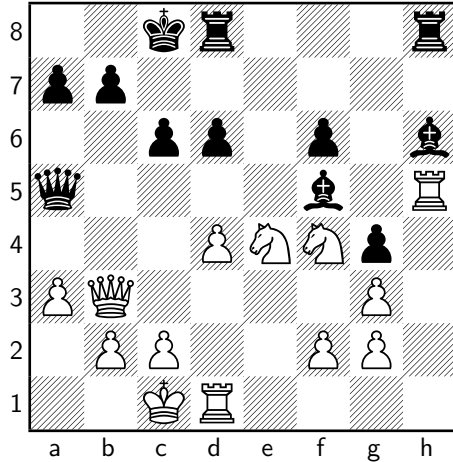
3.12 Crushing

Spot the opponent blunder to obtain a crushing advantage. (eval 600cp)



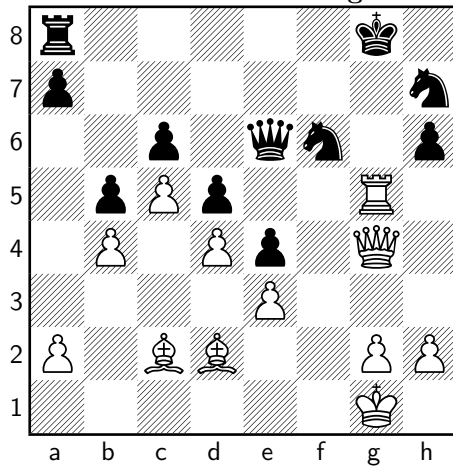
White to move.

Solution: 34 ♖xf7+ ♕xf7 35 ♖xc8



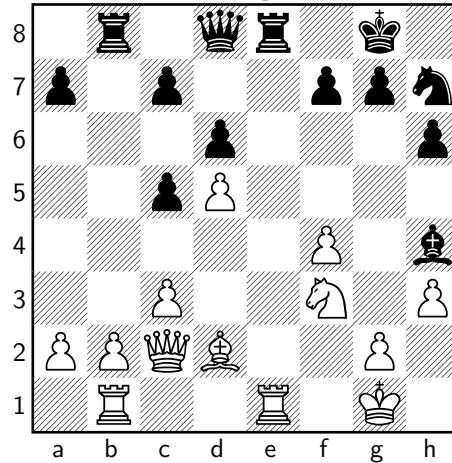
Black to move.

Solution: 22... ♗xf4+ 23 gxf4 ♖xh5



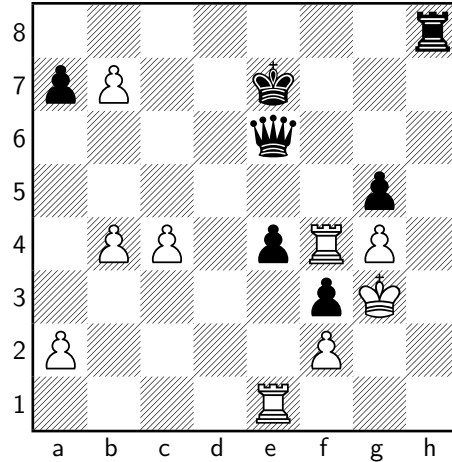
Black to move.

Solution: 29... ♗xg5 30 ♖xe6+ ♗xe6



White to move.

Solution: 19 ♖xe8+ ♖xe8 20 ♗xh4

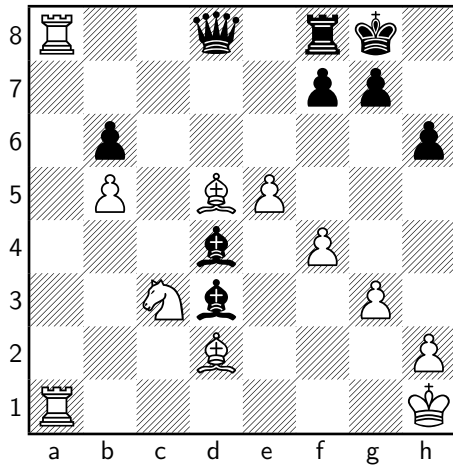


White to move.

Solution: 44 ♖fxe4 ♖xe4 45 ♖xe4+

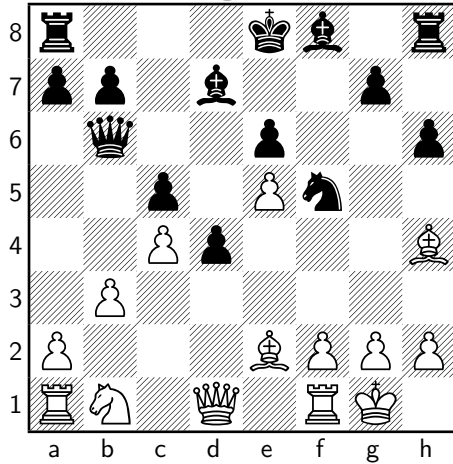
3.13 Double bishop mate

Two attacking bishops on adjacent diagonals deliver mate to a king obstructed by friendly pieces.



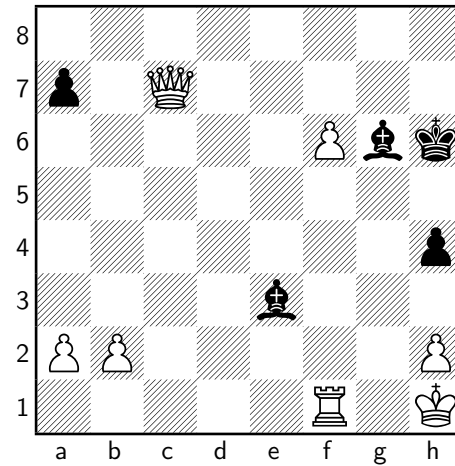
Black to move.

Solution: 31... ♖xd5+ 32 ♘xd5 ♕e4#



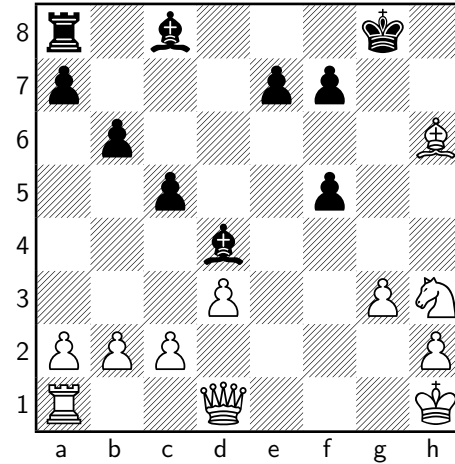
White to move.

Solution: 14 ♕h5+ g6 15 ♕xg6#



Black to move.

Solution: 40... ♕e4+ 41 ♖f3 ♕xf3#

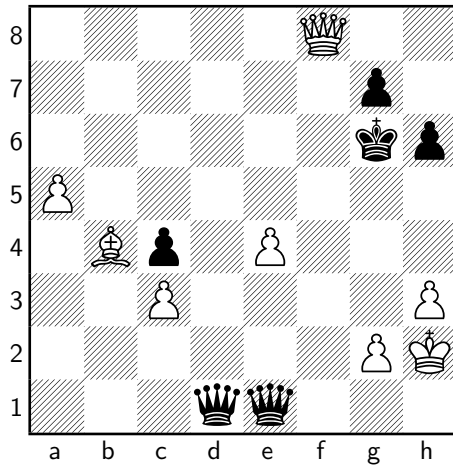


Black to move.

Solution: 23... ♕b7+ 24 ♖f3 ♕xf3#

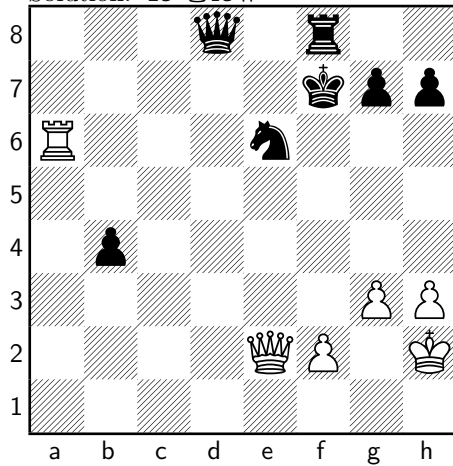
3.14 Dovetail mate

A queen delivers mate to an adjacent king, whose only two escape squares are obstructed by friendly pieces.



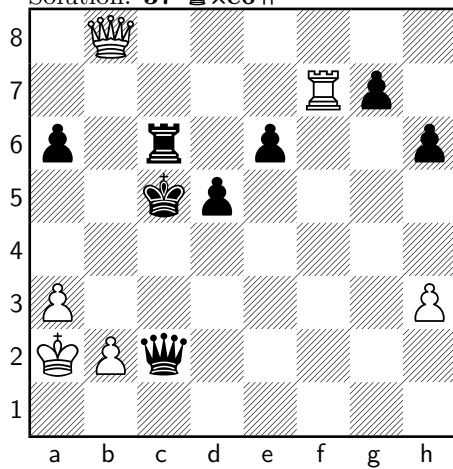
White to move.

Solution: 45 ♖f5#



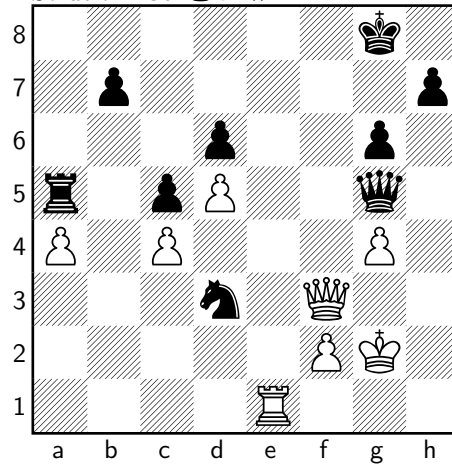
White to move.

Solution: 37 ♔xe6#



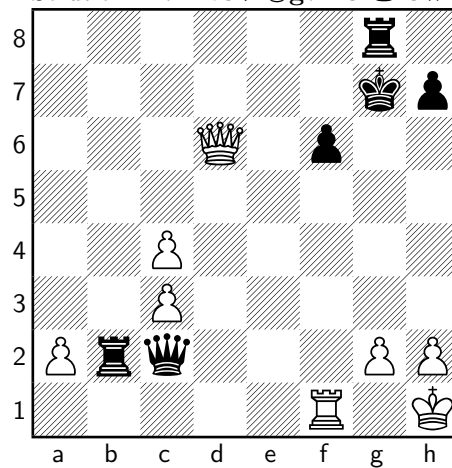
White to move.

Solution: 39 ♗b4#



White to move.

Solution: 27 ♜e8+ ♝g7 28 ♖f8#

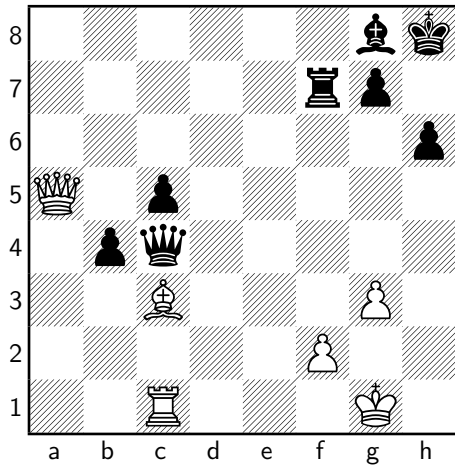


White to move.

Solution: 36 ♕xf6#

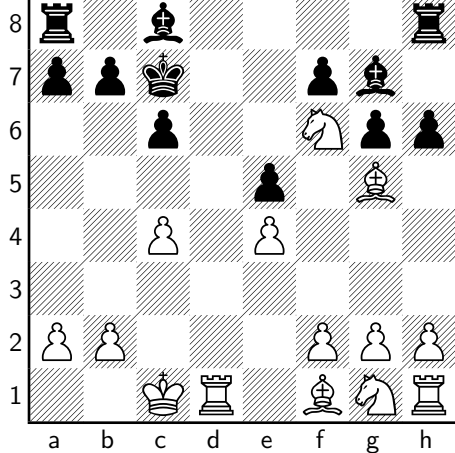
3.15 Equality

Come back from a losing position, and secure a draw or a balanced position. (eval 200cp)



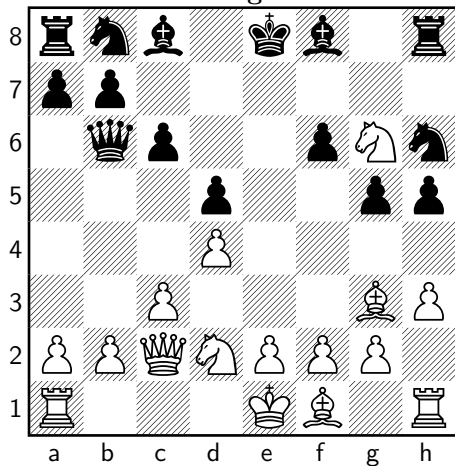
White to move.

Solution: 39 $\text{Q}\times\text{g7}+$ $\text{R}\times\text{g7}$ 40 $\text{R}\times\text{c4}$



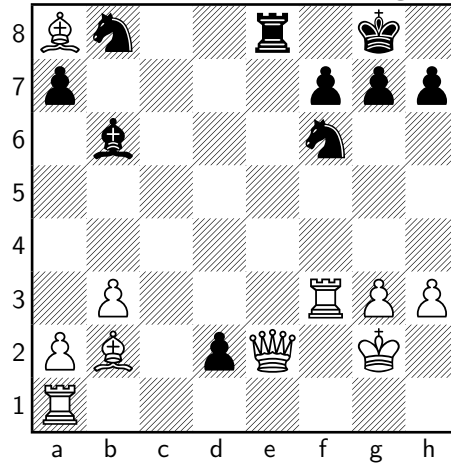
Black to move.

Solution: 12... $\text{h}\times\text{g5}$ 13 $\text{Qd5}+$ $\text{c}\times\text{d5}$



Black to move.

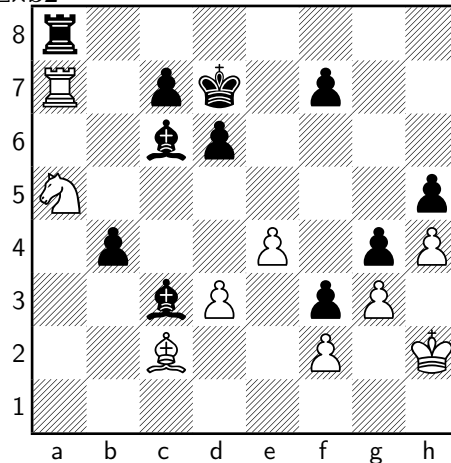
Solution: 11... Qf5 12 e4 $\text{Q}\times\text{g6}$



Black to move.

Solution: 20... $\text{R}\times\text{e2}+$ 21 Qf1 $\text{d1Q}+$ 22 $\text{R}\times\text{d1}$

$\text{R}\times\text{b2}$

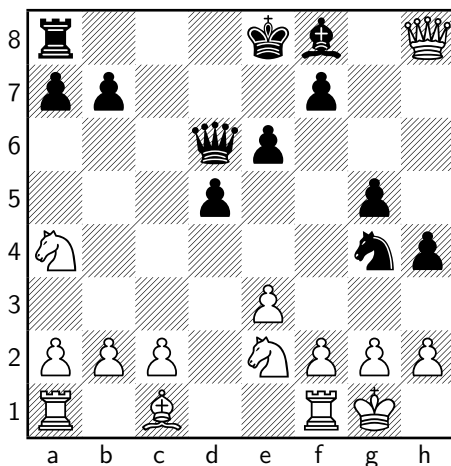


White to move.

Solution: 34 $\text{Q}\times\text{c6}$ $\text{R}\times\text{a7}$ 35 $\text{Q}\times\text{a7}$

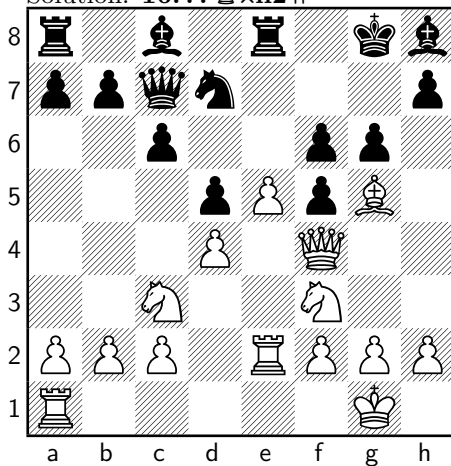
3.16 Kingside attack

An attack of the opponent's king, after they castled on the king side.



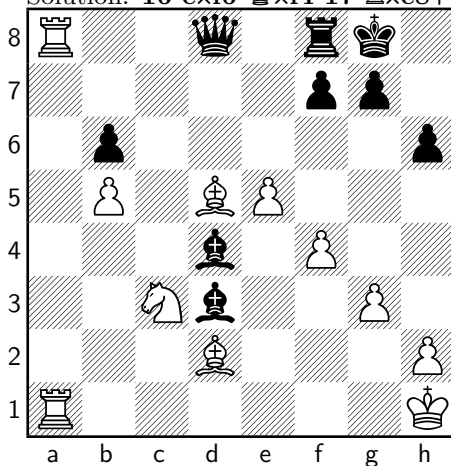
Black to move.

Solution: 16... ♖×h2#



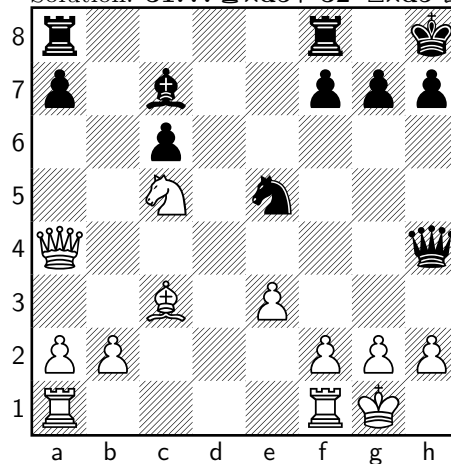
White to move.

Solution: 16 e×f6 ♖×f4 17 ♖×e8+



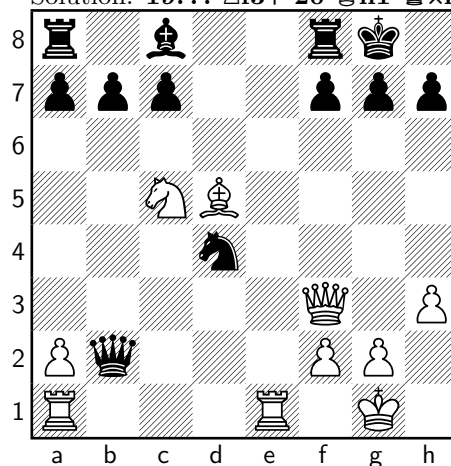
Black to move.

Solution: 31... ♖×d5+ 32 ♘×d5 ♕e4#



Black to move.

Solution: 19... ♘f3+ 20 ♖h1 ♖×h2#

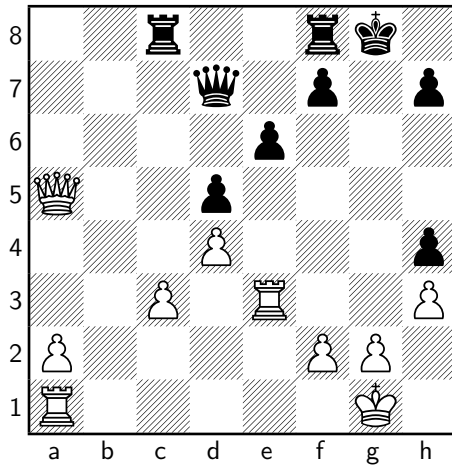


White to move.

Solution: 16 ♖×f7+ ♖×f7 17 ♖e8#

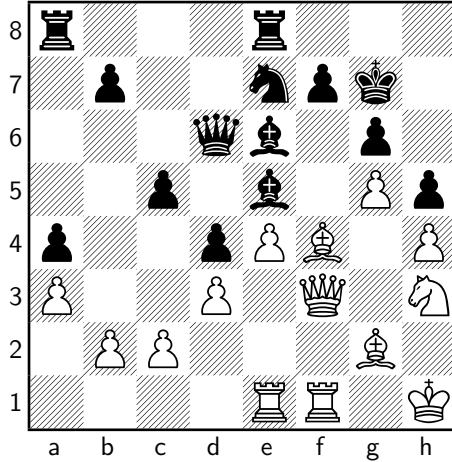
3.17 Clearance

A move, often with tempo, that clears a square, file or diagonal for a follow-up tactical idea.



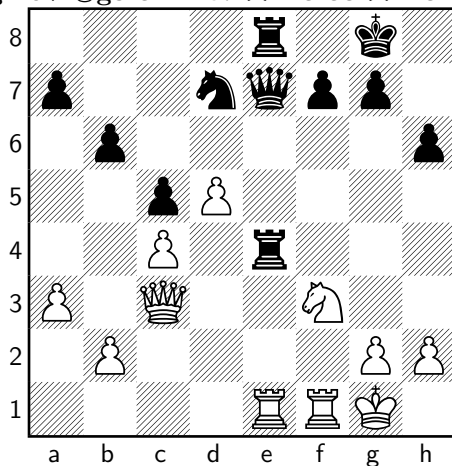
Black to move.

Solution: 26... ♖a8 27 ♙b4 ♜fb8



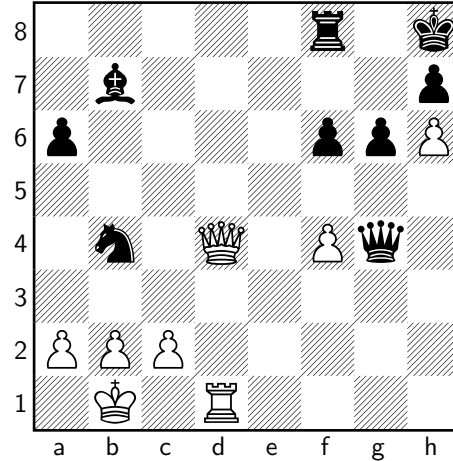
White to move.

Solution: 29 ♗xe5+ ♙xe5 30 ♙f6+ ♙xf6 31 gxf6+ ♙g8 32 fxex7 ♗xh3 33 ♗xh3



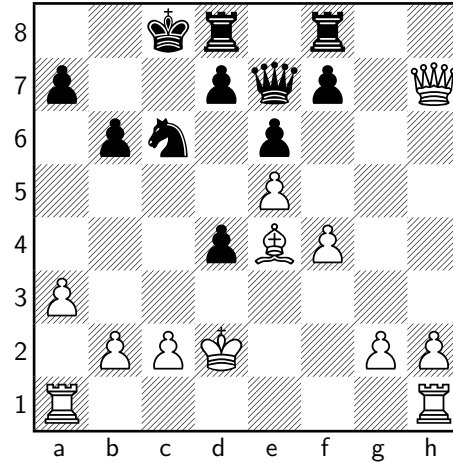
White to move.

Solution: 22 ♜xe4 ♙xe4 23 ♜e1 ♙xe1+ 24 ♘xe1



White to move.

Solution: 31 ♙xf6+ ♜xf6 32 ♜d8+ ♜f8 33 ♜xf8#

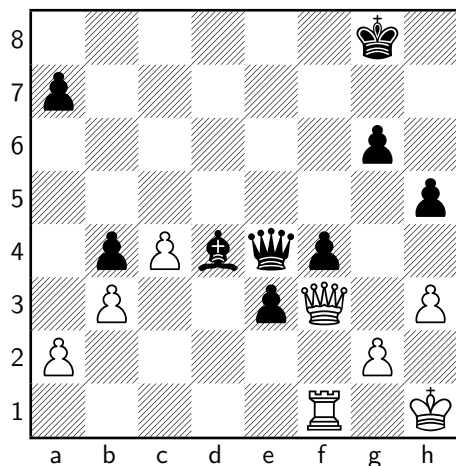


Black to move.

Solution: 16... ♜h8 17 ♙g7 ♜dg8

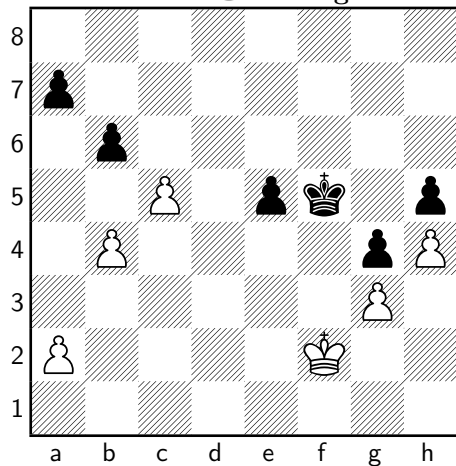
3.18 Defensive move

A precise move or sequence of moves that is needed to avoid losing material or another advantage.



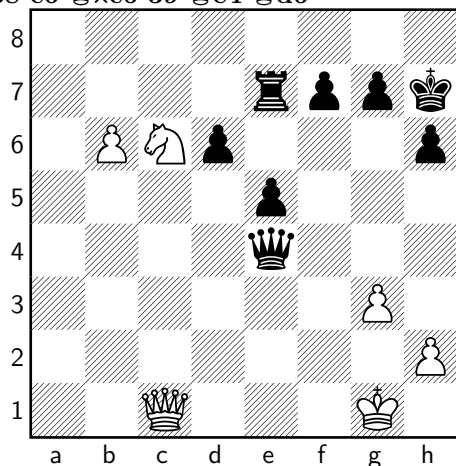
Black to move.

Solution: 29... ♖xf3 30 gxf3 ♙c3



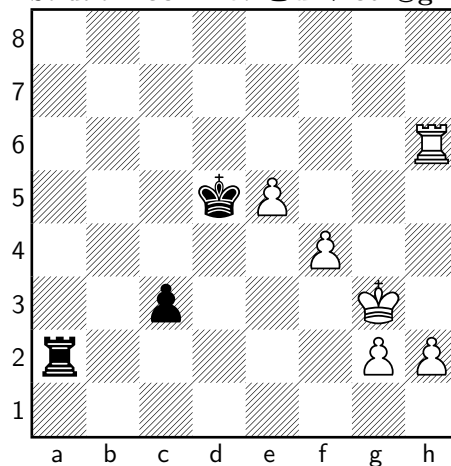
Black to move.

Solution: 35... bxc5 36 bxc5 ♖e6 37 ♖e3 ♖d5
38 c6 ♖xc6 39 ♖e4 ♖d6



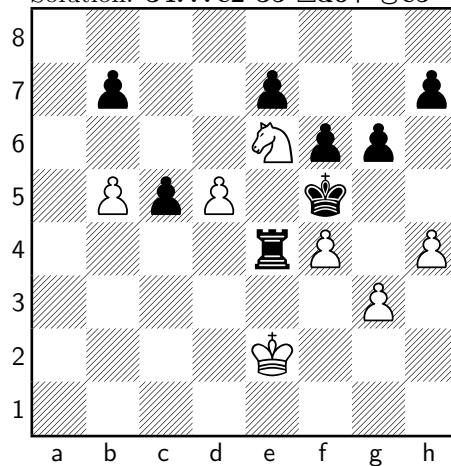
White to move.

Solution: 38 ♘xe7 ♗d4+ 39 ♖g2



Black to move.

Solution: 34... c2 35 ♖d6+ ♖c5

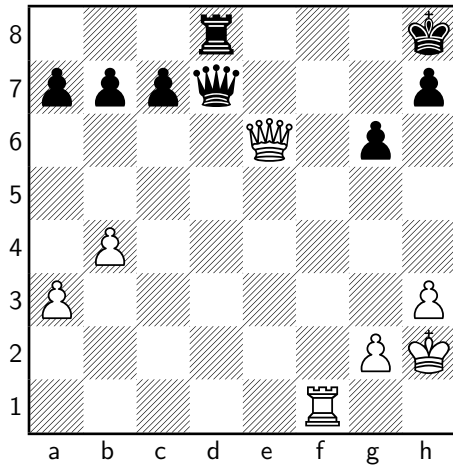


White to move.

Solution: 38 ♖f3 ♗xf4+ 39 gxf4

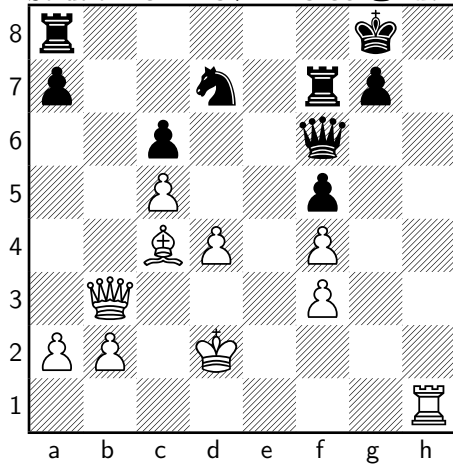
3.19 Deflection

A move that distracts an opponent piece from another duty that it performs, such as guarding a key square. Sometimes also called "overloading".



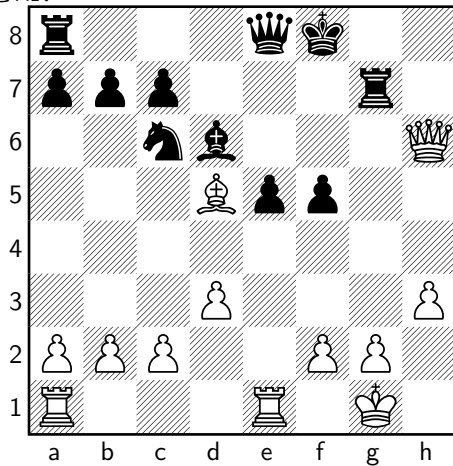
White to move.

Solution: 34 ♖f8+ ♜xf8 35 ♜xd7



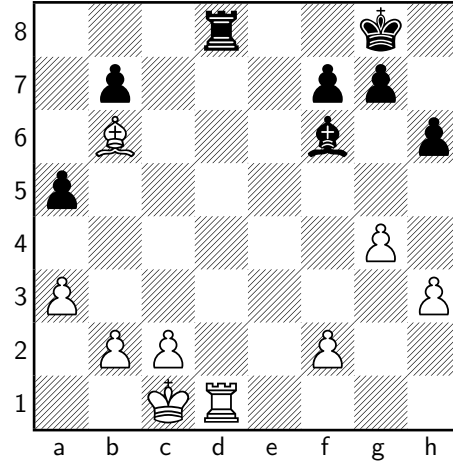
White to move.

Solution: 23 ♙xf7+ ♜xf7 24 ♜h8+ ♝xh8 25 ♜xf7



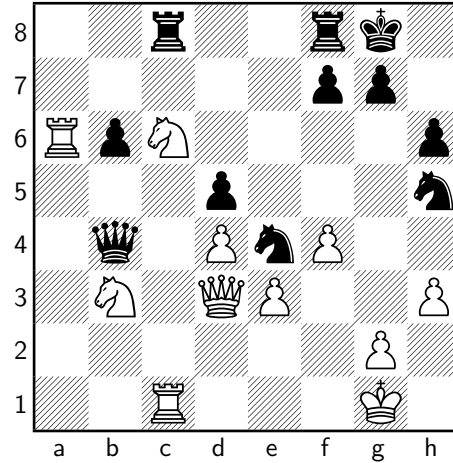
White to move.

Solution: 22 ♜h8+ ♝e7 23 ♜xg7+



Black to move.

Solution: 22... ♙xb2+ 23 ♝xb2 ♜xd1

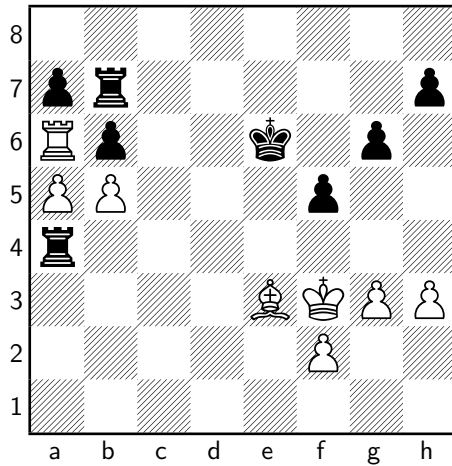


Black to move.

Solution: 25... ♜xc6 26 ♜xc6 ♜e1+ 27 ♜f1 ♜xe3+

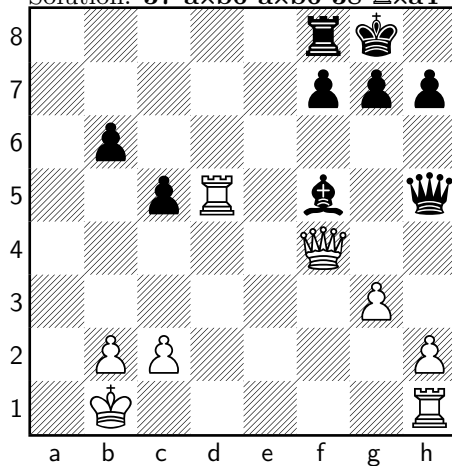
3.20 Discovered attack

Moving a piece (such as a knight), that previously blocked an attack by a long range piece (such as a rook), out of the way of that piece.



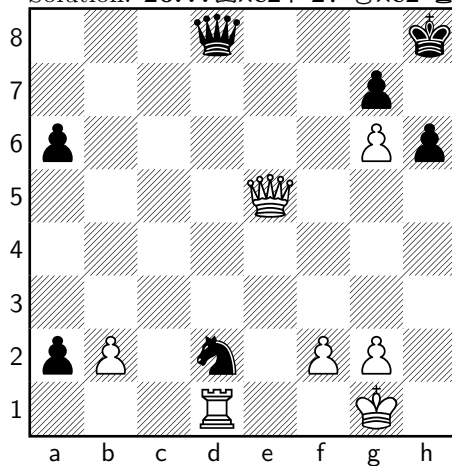
White to move.

Solution: 37. axb6 axb6 38. ♖xa4



Black to move.

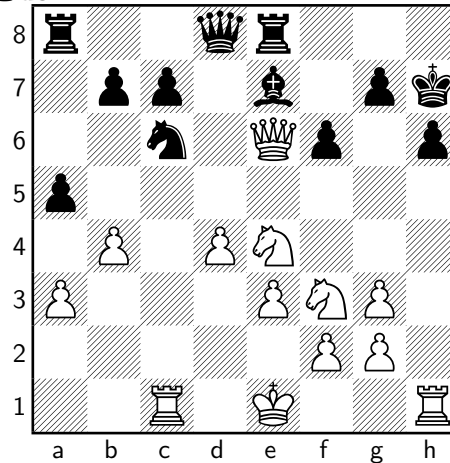
Solution: 26... ♗xc2+ 27. ♖xc2 ♖xd5



Black to move.

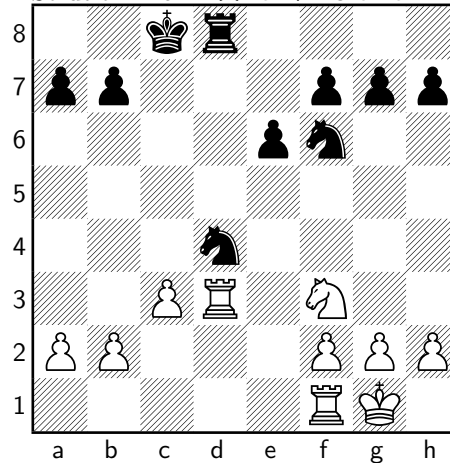
Solution: 37... ♗f3+ 38. gxf3 ♖xd1+ 39. ♔h2

♖d8



Black to move.

Solution: 19... ♗xb4+ 20. axb4 ♖xe6

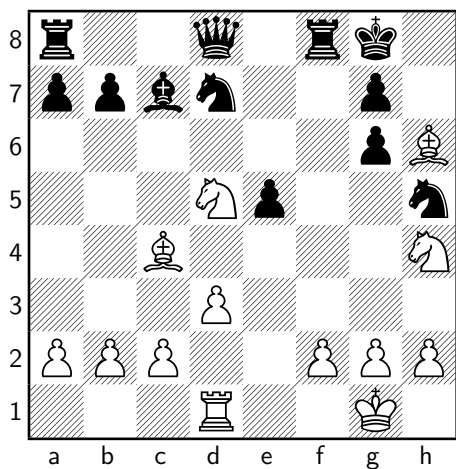


Black to move.

Solution: 17... ♗e2+ 18. ♔h1 ♖xd3

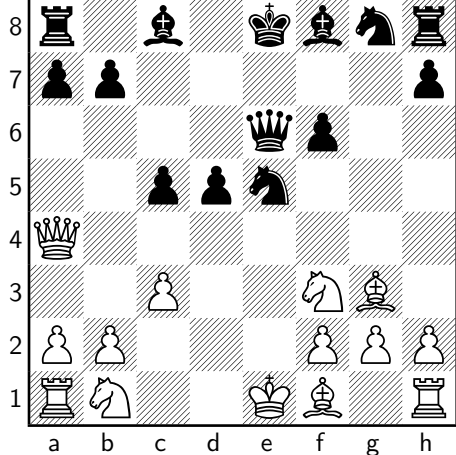
3.21 Double check

Checking with two pieces at once, as a result of a discovered attack where both the moving piece and the unveiled piece attack the opponent's king.



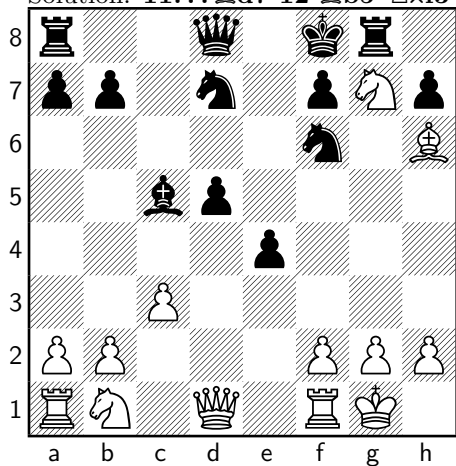
White to move.

Solution: 17 ♖f6+ ♜h8 18 ♘xg6#



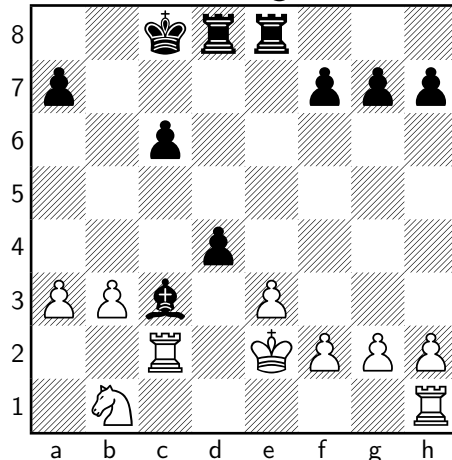
Black to move.

Solution: 11... ♗d7 12 ♗b5 ♘xf3+



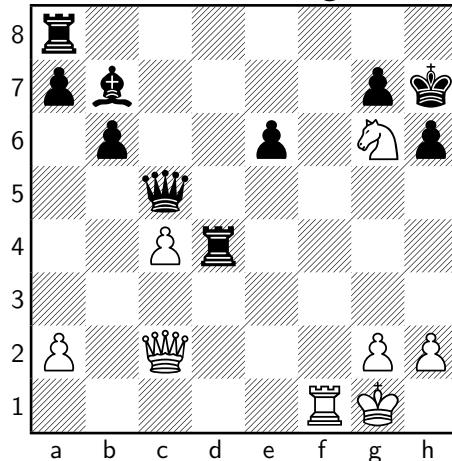
White to move.

Solution: 15 ♘e6+ ♜e7 16 ♘xd8



Black to move.

Solution: 21... d3+ 22 ♜d1 dxc2+

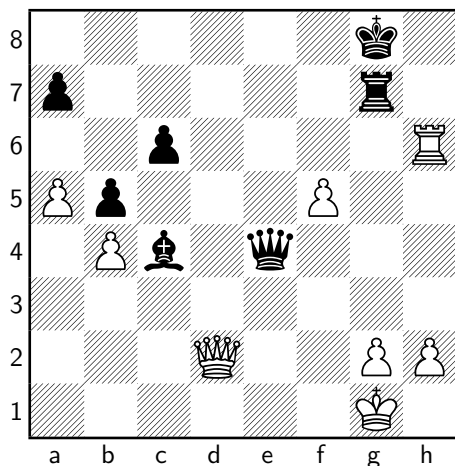


White to move.

Solution: 26 ♘f8+ ♜g8 27 ♜h7#

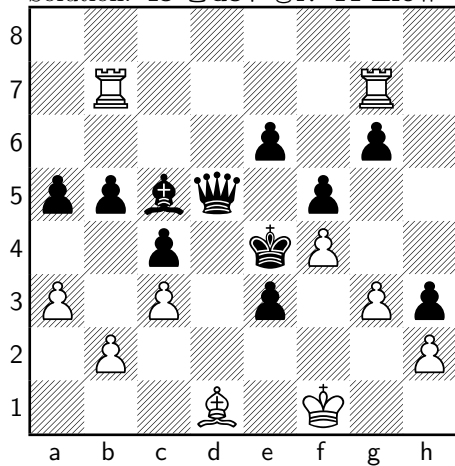
3.22 Endgame

A tactic during the last phase of the game.



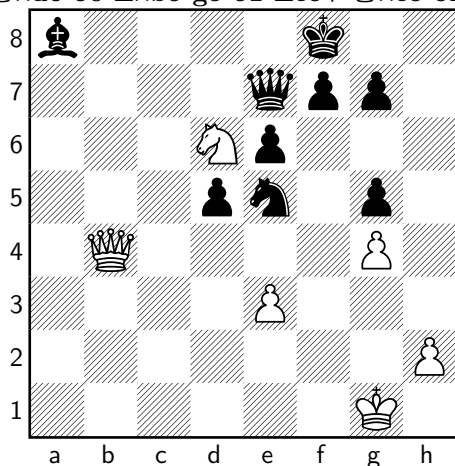
White to move.

Solution: 43 ♖d8+ ♜f7 44 ♜f6#



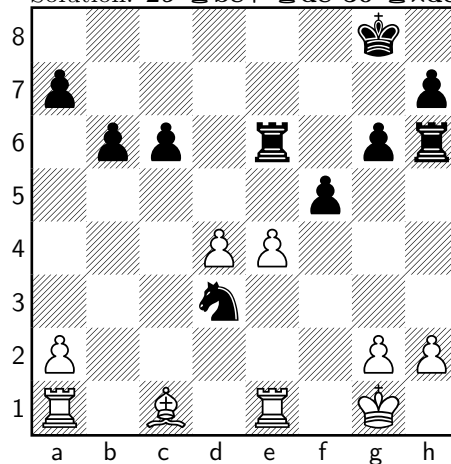
White to move.

Solution: 47 ♜gd7 ♜d6 48 ♜e2 ♜c6 49 ♜xd6 ♜xd6 50 ♜xb5 g5 51 ♜e5+ ♜xe5 52 fxe5



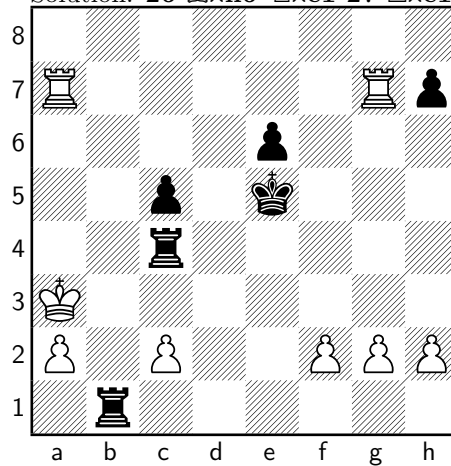
White to move.

Solution: 29 ♜b8+ ♜d8 30 ♜xd8#



White to move.

Solution: 26 ♜xh6 ♜xe1 27 ♜xe1

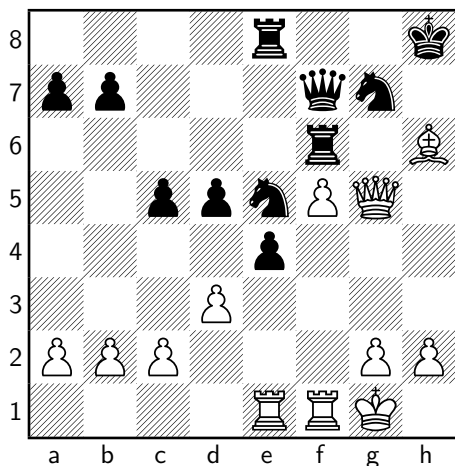


Black to move.

Solution: 27... ♜c3+ 28 ♜a4 ♜b4+ 29 ♜a5 ♜a3#

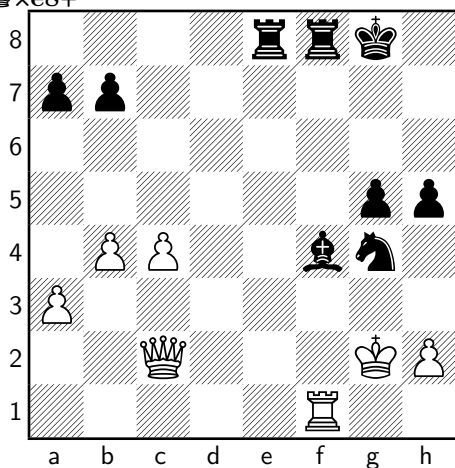
3.23 Exposed king

A tactic involving a king with few defenders around it, often leading to checkmate.



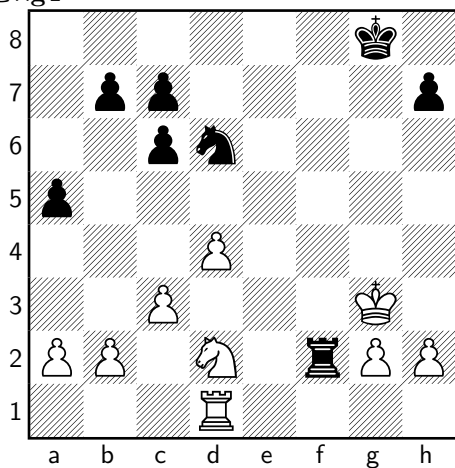
White to move.

Solution: 28 ♖xg7+ ♜xg7 29 ♜h5+ ♜h6 30 ♜xe8+



White to move.

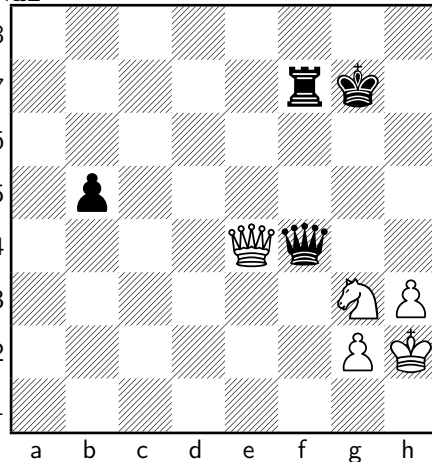
Solution: 31 ♜g6+ ♜h8 32 ♜xh5+ ♜g7 33 ♜xg4



Black to move.

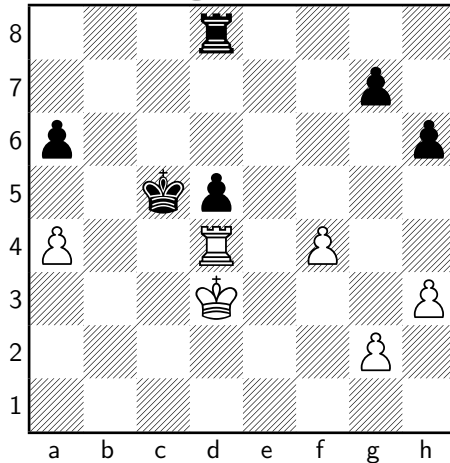
Solution: 21... ♜x d2 22 ♜x d2 ♞e4+ 23 ♞f4

♞x d2



White to move.

Solution: 46 ♜x f4 ♜x f4 47 ♞h5+ ♞f7 48 ♞x f4

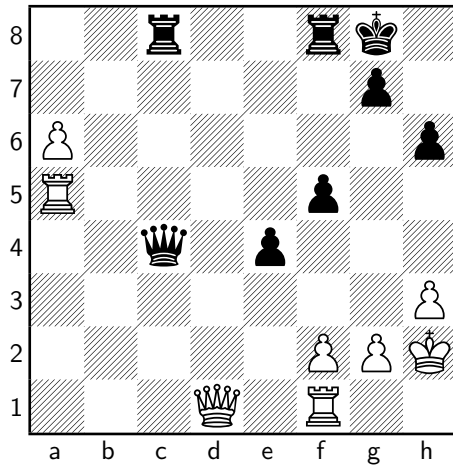


Black to move.

Solution: 34... ♜b8 35 ♞c3 ♜b3+ 36 ♞x b3 ♞x d4

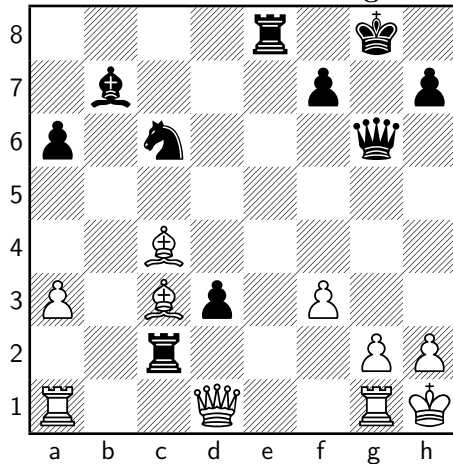
3.24 Fork

A move where the moved piece attacks two opponent pieces at once.



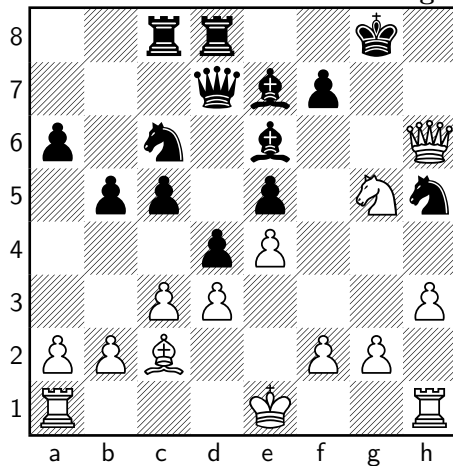
Black to move.

Solution: 28... ♖c7+ 29 ♔g1 ♗xa5



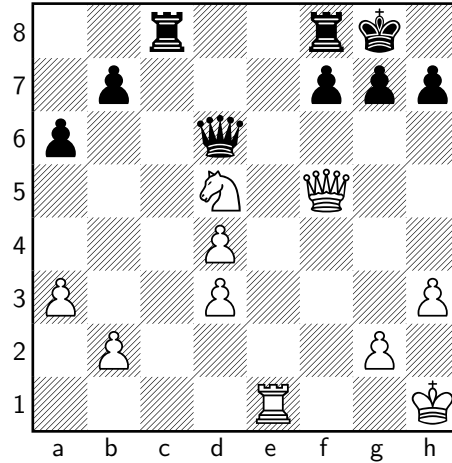
White to move.

Solution: 29 ♘d3 ♗xc3 30 ♘xg6



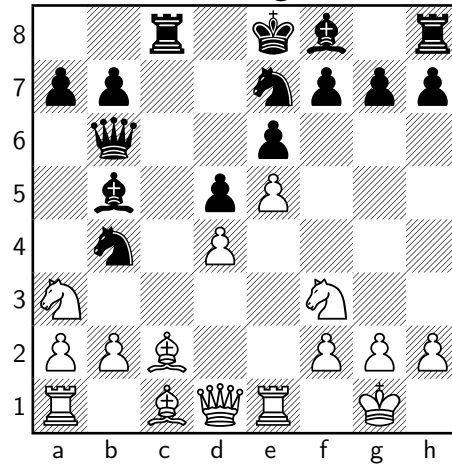
White to move.

Solution: 20 ♗h7+ ♔f8 21 ♗h8#



White to move.

Solution: 27 ♘e7+ ♔h8 28 ♘xc8

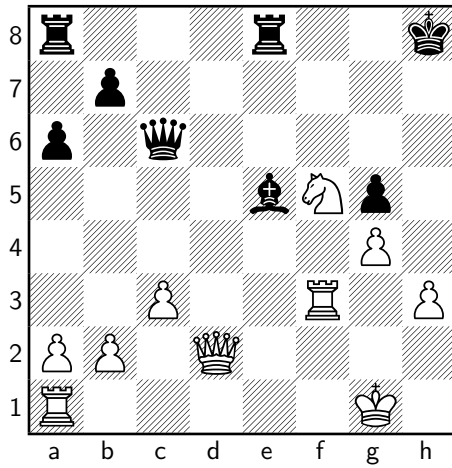


White to move.

Solution: 12 ♘b5 ♘xc2 13 ♘d6+ ♔d7 14 ♘xc8

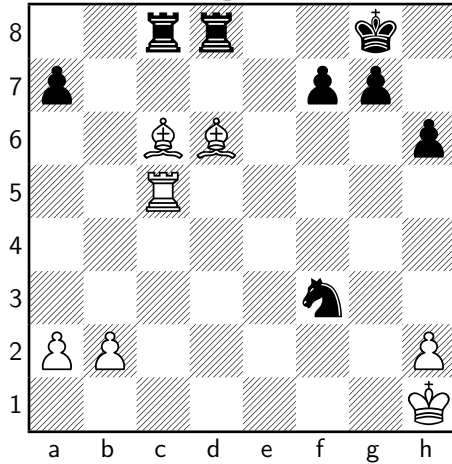
3.25 Hanging piece

A tactic involving an opponent piece being undefended or insufficiently defended and free to capture.



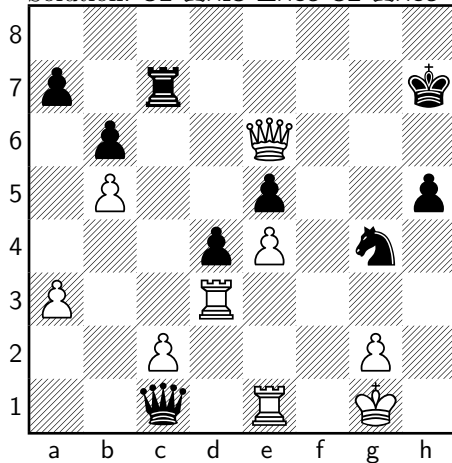
Black to move.

Solution: 34... ♖xf3



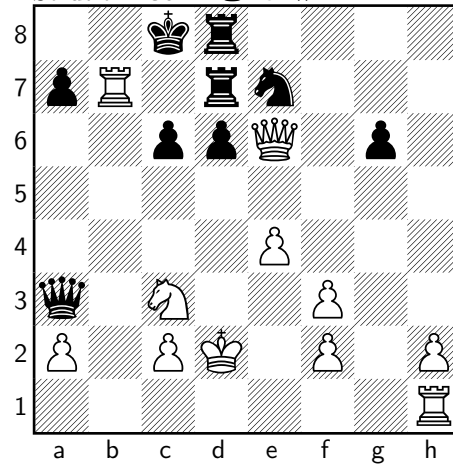
White to move.

Solution: 31 ♗xf3 ♖xc5 32 ♗xc5



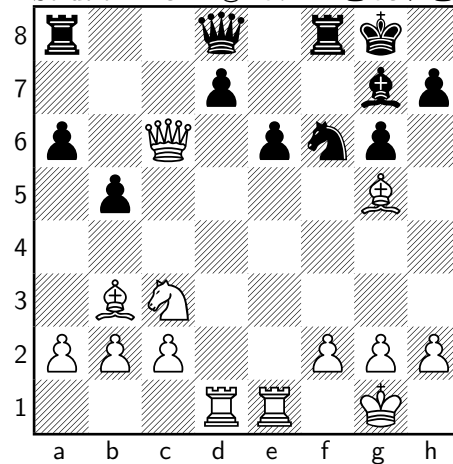
Black to move.

Solution: 39... ♖xe1#



Black to move.

Solution: 23... ♖xb7 24 ♖b3+ ♖xb3

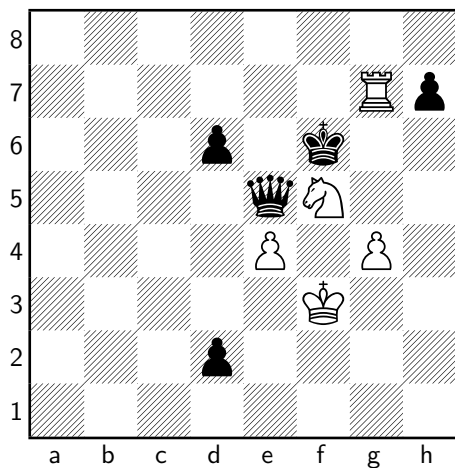


Black to move.

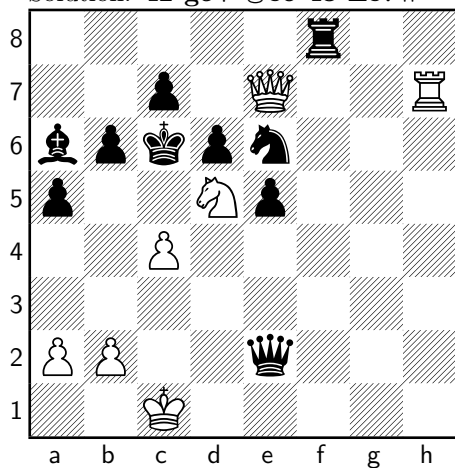
Solution: 18... dxc6

3.26 Hook mate

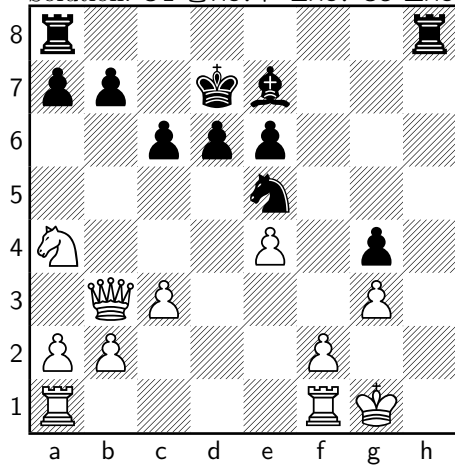
Checkmate with a rook, knight, and pawn along with one enemy pawn to limit the enemy king's escape.



Solution: 42 g5+ ♕e6 43 ♖e7#

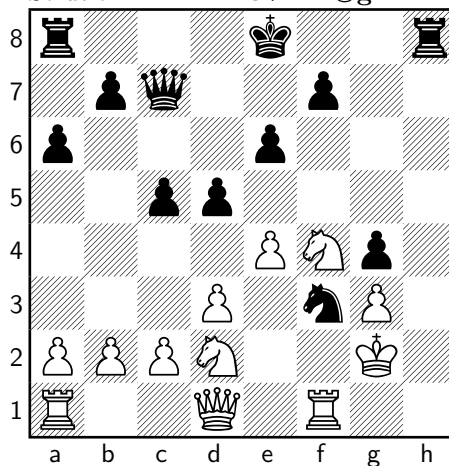


Solution: 34 ♙xc7+ ♘xc7 35 ♖xc7#

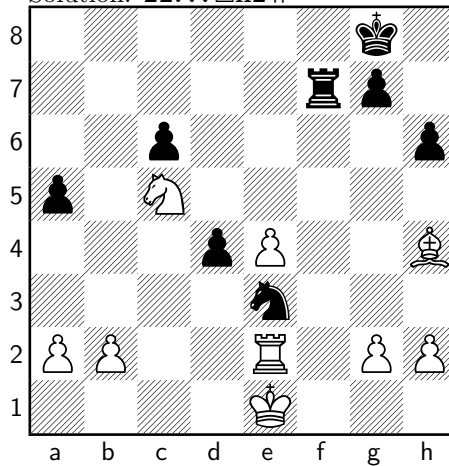


Black to move.

Solution: 21... ♖f3+ 22 ♔g2 ♜h2#



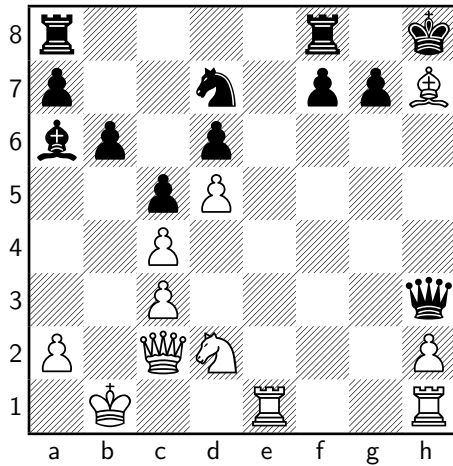
Solution: 22... ♜h2#



Solution: 30... ♜f1+ 31 ♔d2 ♜d1#

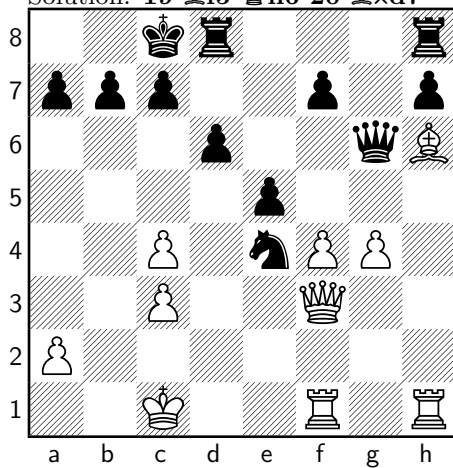
3.27 Interference

Moving a piece between two opponent pieces to leave one or both opponent pieces undefended, such as a knight on a defended square between two rooks.



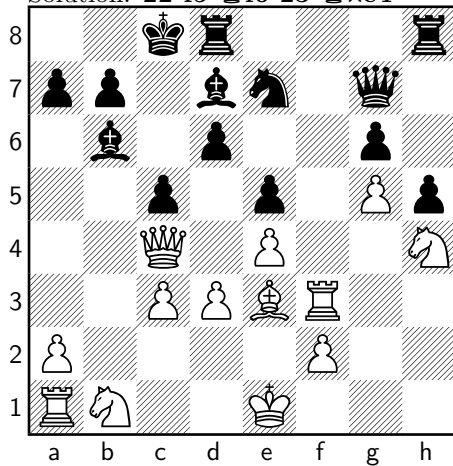
White to move.

Solution: 19 ♖f5 ♜h6 20 ♙xd7



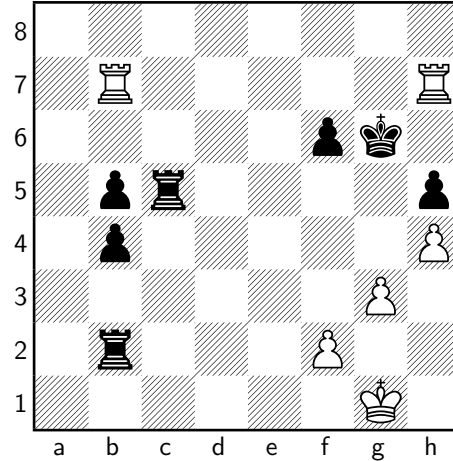
White to move.

Solution: 22 f5 ♜f6 23 ♜xe4



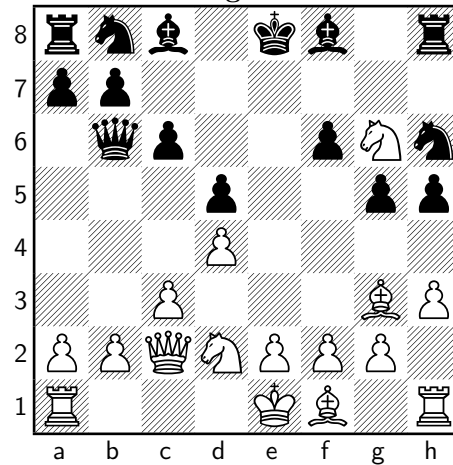
White to move.

Solution: 23 ♜f7 ♜g8 24 ♜xe7 ♜xc4 25 dxc4



White to move.

Solution: 35 ♜bg7+ ♜f5 36 ♜xh5+

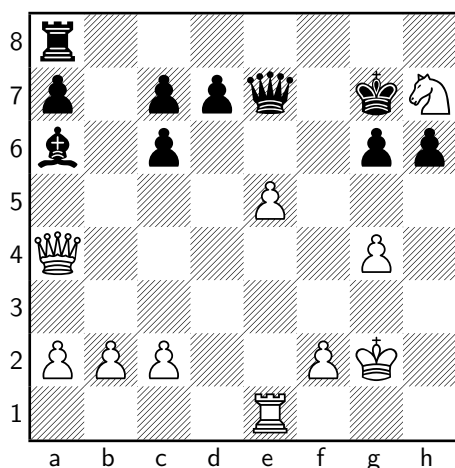


Black to move.

Solution: 11... ♙f5 12 e4 ♙xg6

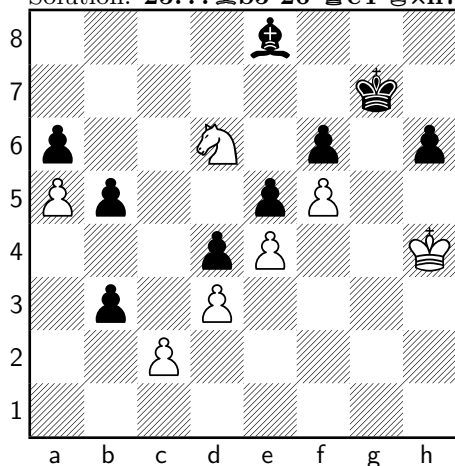
3.28 Intermezzo

Instead of playing the expected move, first interpose another move posing an immediate threat that the opponent must answer. Also known as "Zwischenzug" or "In between".



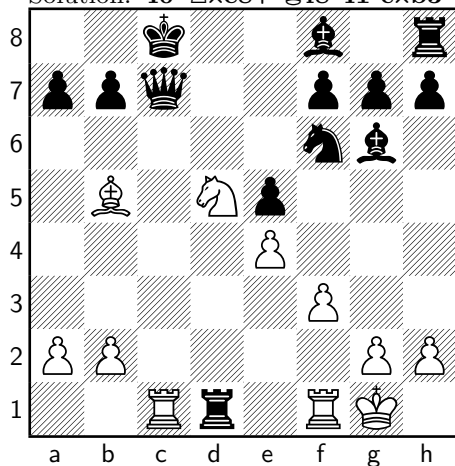
Black to move.

Solution: 25... ♖b5 26 ♔e4 ♕xh7



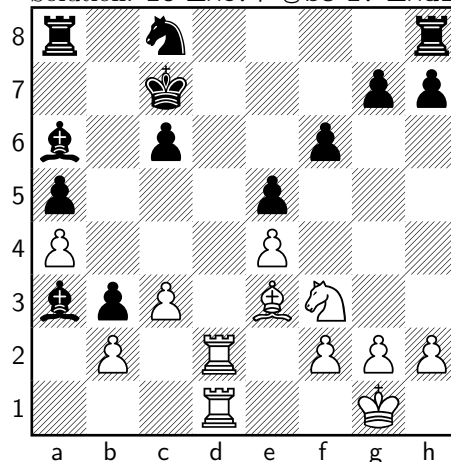
White to move.

Solution: 40 ♖xe8+ ♔f8 41 cxb3 ♕xe8 42 ♔h5



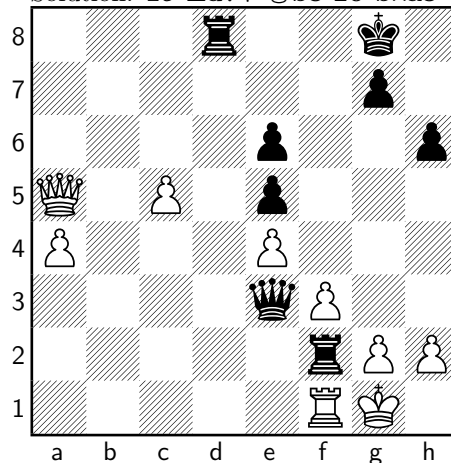
White to move.

Solution: 16 ♖xc7+ ♔b8 17 ♖xd1



White to move.

Solution: 19 ♖d7+ ♔b8 20 bxa3

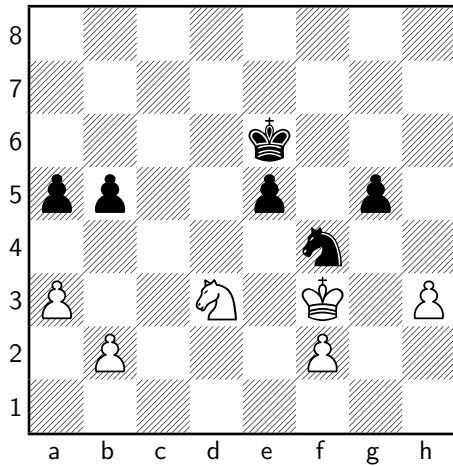


White to move.

Solution: 28 ♖xd8+ ♔h7 29 ♖xf2 ♔c1+ 30 ♖f1

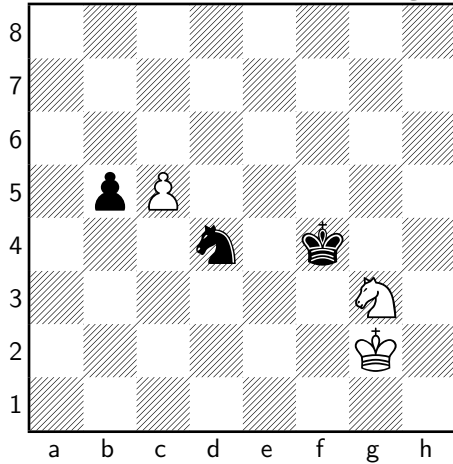
3.29 Knight endgame

An endgame with only knights and pawns.



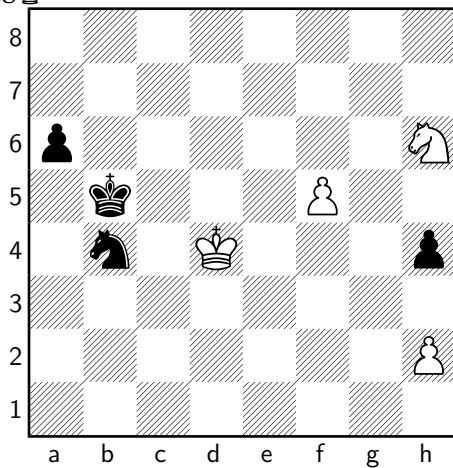
White to move.

Solution: 37 ♖xf4+ exf4 38 ♔g4



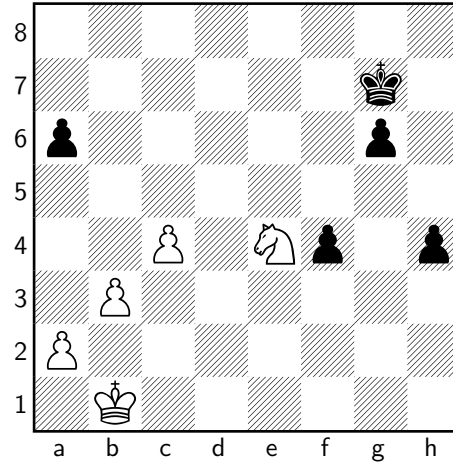
White to move.

Solution: 64 ♖e2+ ♖xe2 65 c6 b4 66 c7 b3 67 c8♔



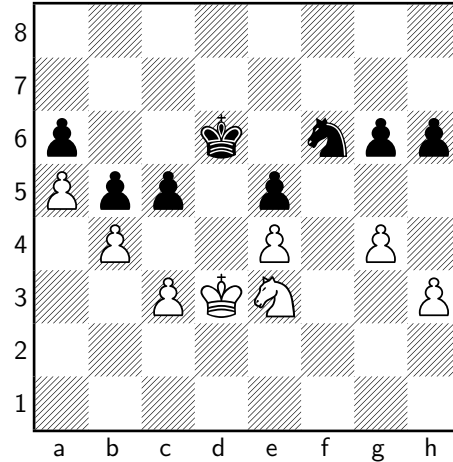
White to move.

Solution: 46 f6 ♖c6+ 47 ♔d5



Black to move.

Solution: 37... h3 38 ♖f2 h2

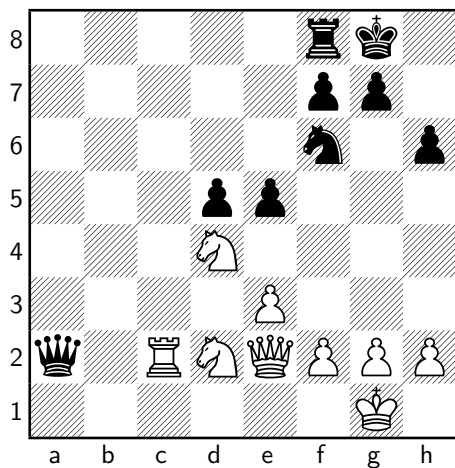


Black to move.

Solution: 35... c4+ 36 ♔e2 ♖xe4

3.30 Long puzzle

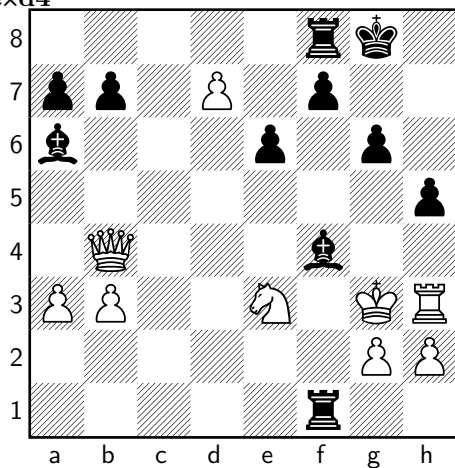
Three moves to win.



Black to move.

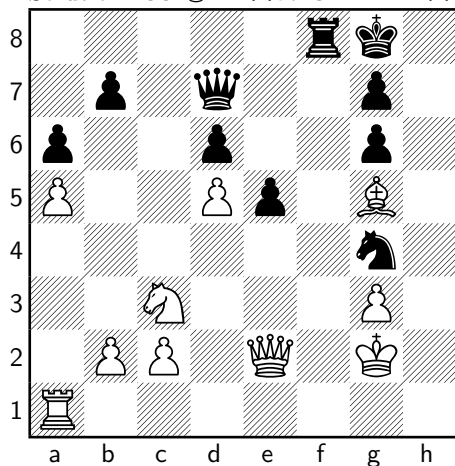
Solution: 23... ♖a1+ 24 ♖f1 ♖xf1+ 25 ♔xf1

exd4



White to move.

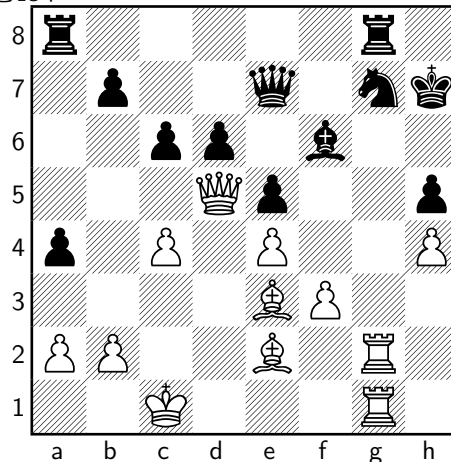
Solution: 33 ♔h4 ♕c7 34 ♕xf1 ♕d8+ 35 ♔g3



Black to move.

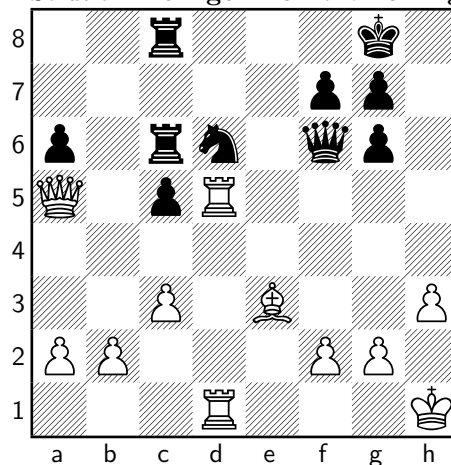
Solution: 26... ♖f2+ 27 ♖xf2 ♕xf2 28 ♔xf2

♖f5+



White to move.

Solution: 26 ♖g6 ♕f5 27 exf5 ♖xg6 28 f×g6+

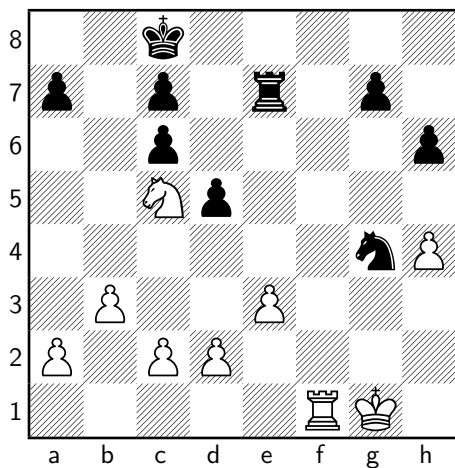


Black to move.

Solution: 26... ♕c4 27 ♖a4 ♕xb2 28 ♖c2 ♕xd1

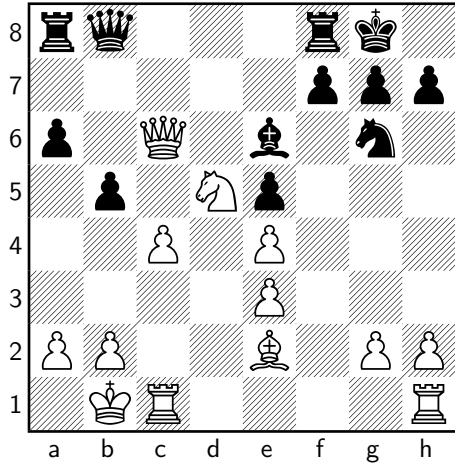
3.31 Master games

Puzzles from games played by titled players.



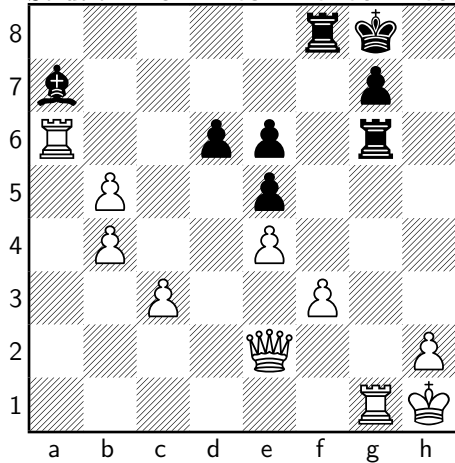
White to move.

Solution: 24 Rf8+ 25 Qxe8\#



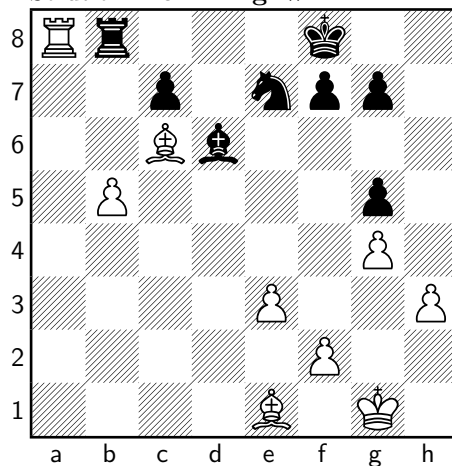
Black to move.

Solution: 20... Qc8 21 cxb5 Rxc6



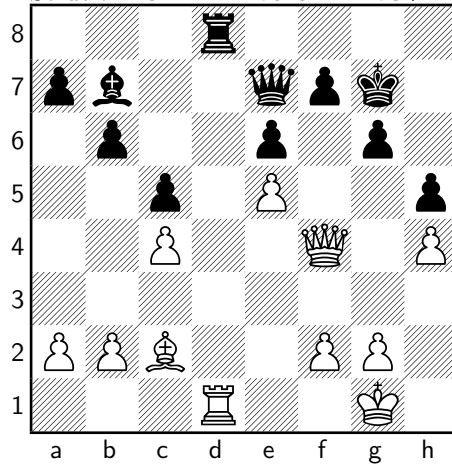
Black to move.

Solution: 26... Rxg1\#



Black to move.

Solution: 31... Qxc6 32 Rxb8+ 33 Qxb8

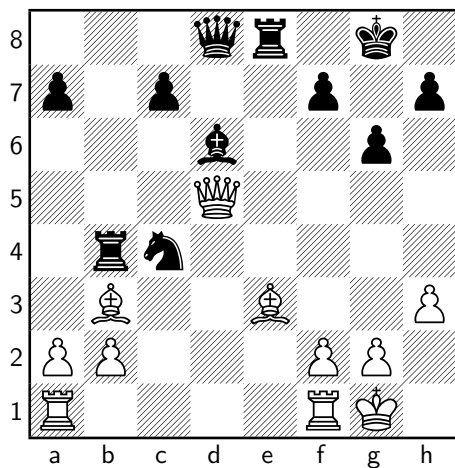


White to move.

Solution: 30 Qf6+ 31 exf6+ 32 Qxf6 33 Qxd8

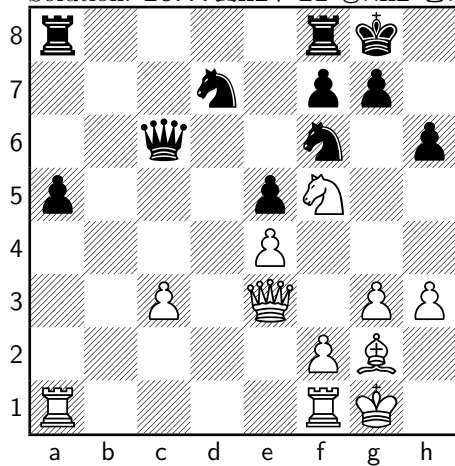
3.32 Master vs Master games

Puzzles from games between two titled players.



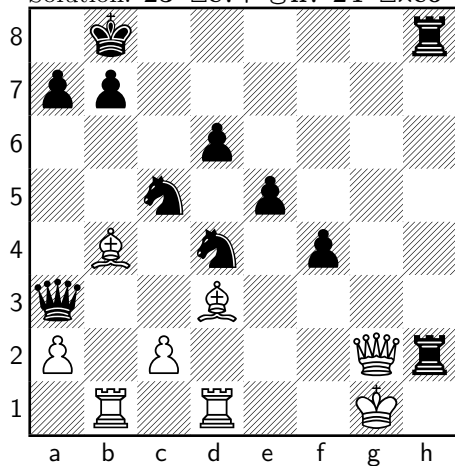
Black to move.

Solution: 20... ♖h2+ 21 ♔xh2 ♚xh2 ♚xh2



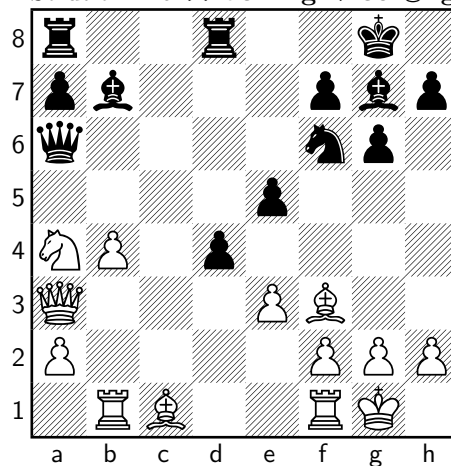
White to move.

Solution: 23 ♖e7+ ♔h7 24 ♖xc6



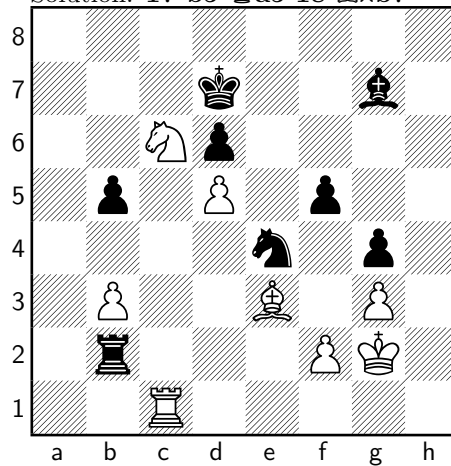
White to move.

Solution: 29 ♖xa3 ♚xg2+ 30 ♔xg2



White to move.

Solution: 17 b5 ♚a5 18 ♖xb7

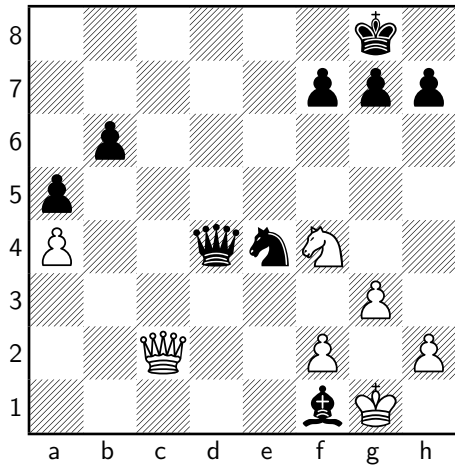


White to move.

Solution: 43 ♖b8+ ♔d8 44 ♖b6+ ♔e8 45 ♚c8+

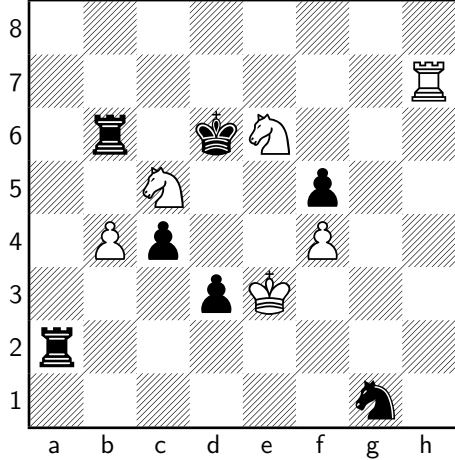
3.33 Checkmate

Win the game with style.



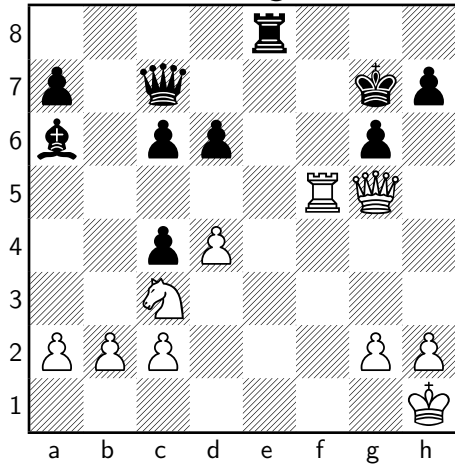
White to move.

Solution: 37 ♖c8+ ♔d8 38 ♖xg8#



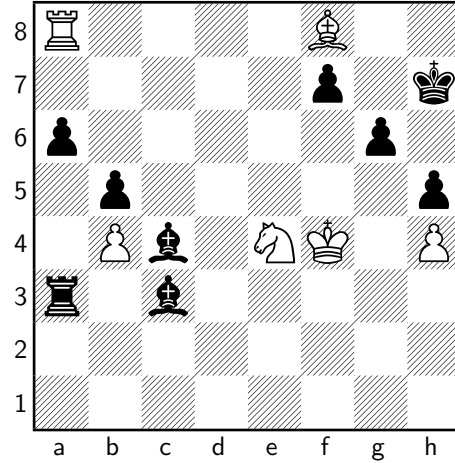
White to move.

Solution: 44 ♖d7+ ♔c6 45 ♖d4#



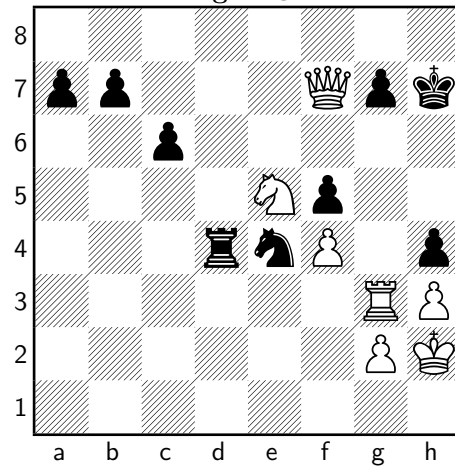
Black to move.

Solution: 26... ♖e1+ 27 ♖f1 ♖xf1#



White to move.

Solution: 39 ♘g5+ ♔h8 40 ♘h6#

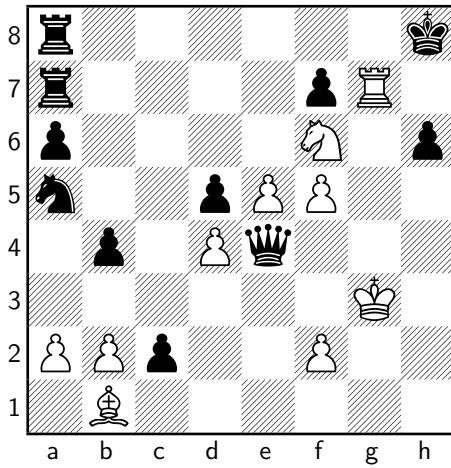


Black to move.

Solution: 39... h×g3+ 40 ♔g1 ♖d1#

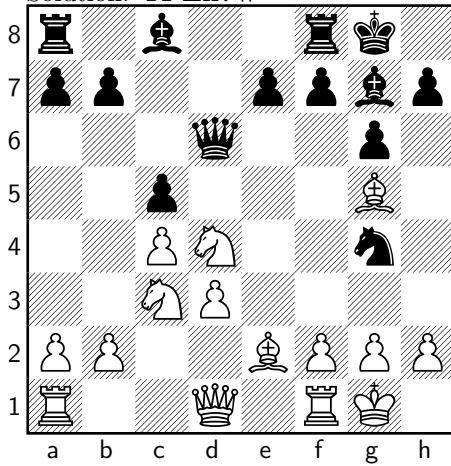
3.34 Mate in 1

Deliver checkmate in one move.



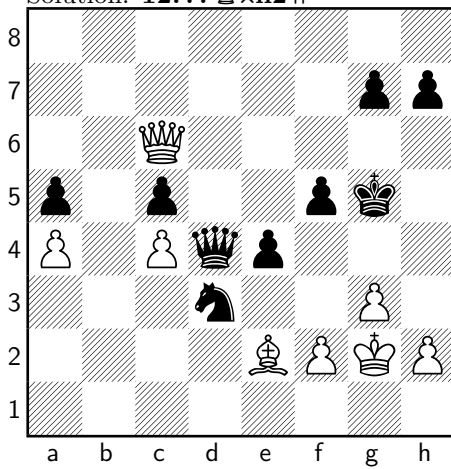
White to move.

Solution: 33 h4#



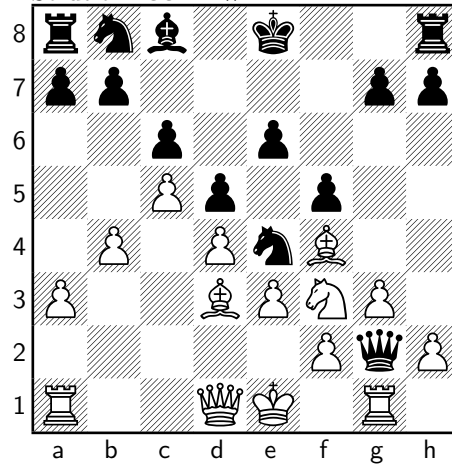
Black to move.

Solution: 12... ♙xh2#



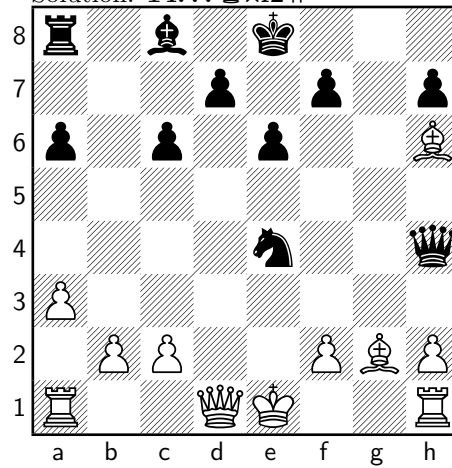
White to move.

Solution: 33 h4#



Black to move.

Solution: 14... ♙xh2#

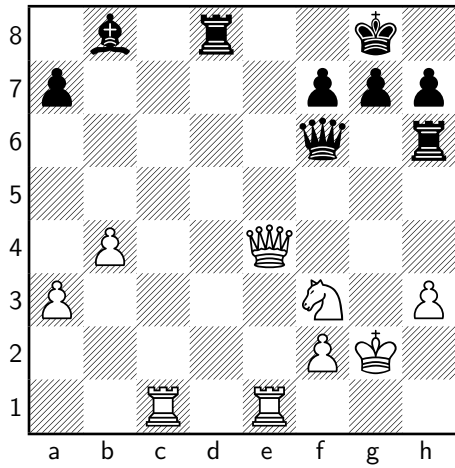


Black to move.

Solution: 14... ♙xh2#

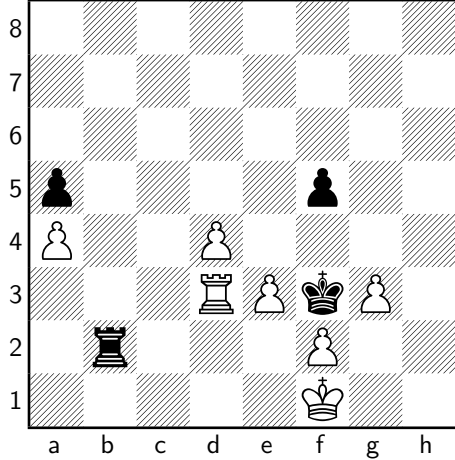
3.35 Mate in 2

Deliver checkmate in two moves.



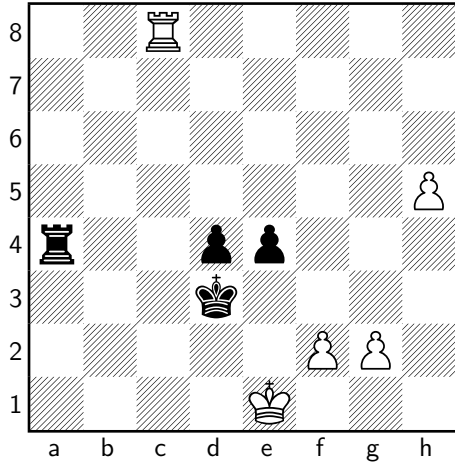
White to move.

Solution: 37 ♖e8+ ♜xe8 38 ♜xe8#



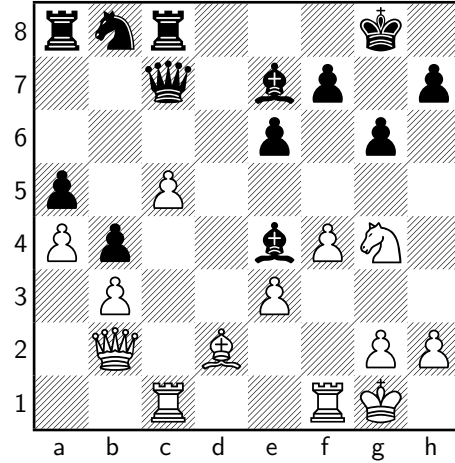
Black to move.

Solution: 46... ♜b1+ 47 ♜d1 ♜xd1#



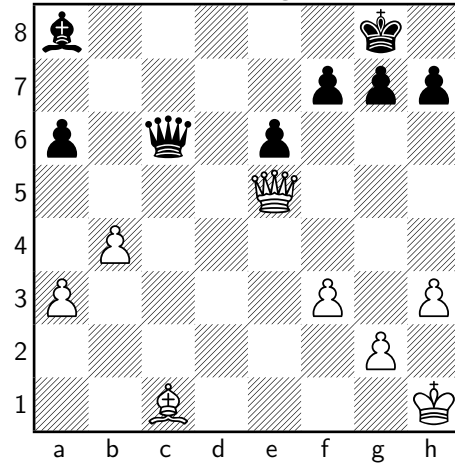
Black to move.

Solution: 59... ♜a1+ 60 ♜c1 ♜xc1#



White to move.

Solution: 22 ♘h6+ ♔f8 23 ♖h8#

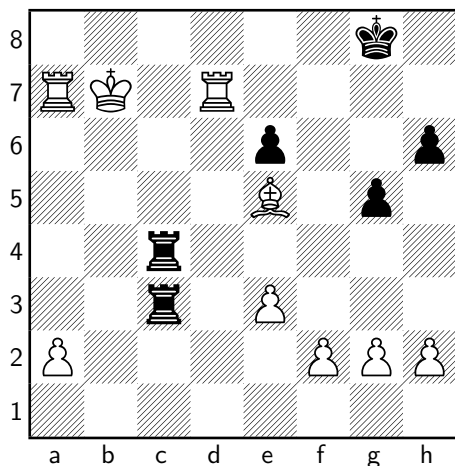


White to move.

Solution: 32 ♖b8+ ♜c8 33 ♖xc8#

3.36 Mate in 3

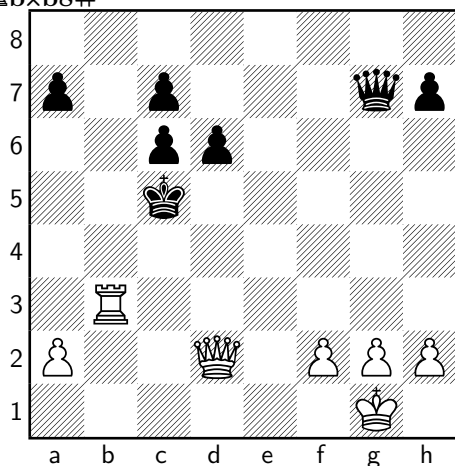
Deliver checkmate in three moves.



Black to move.

Solution: 34... ♖b4+ 35 ♔a8 ♜c8+ 36 ♘b8

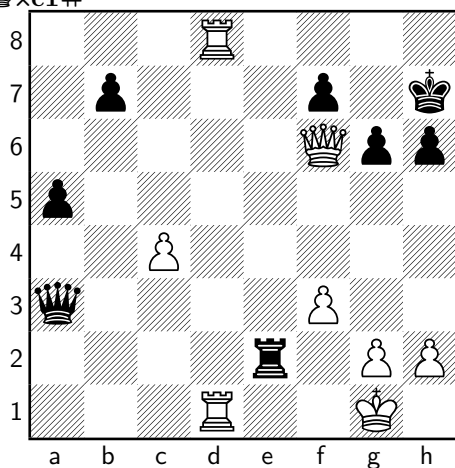
♜b×b8#



Black to move.

Solution: 29... ♕a1+ 30 ♜b1 ♕×b1+ 31 ♕c1+

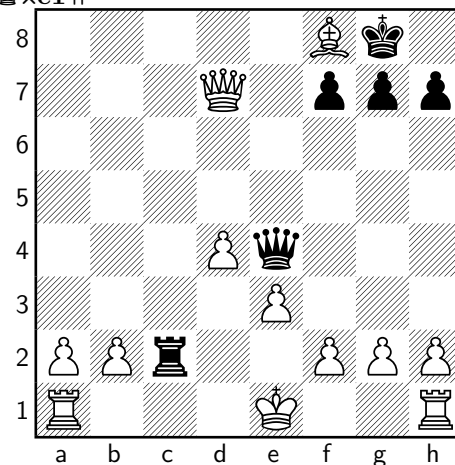
♕×c1#



Black to move.

Solution: 29... ♕e3+ 30 ♔h1 ♜e1+ 31 ♜×e1

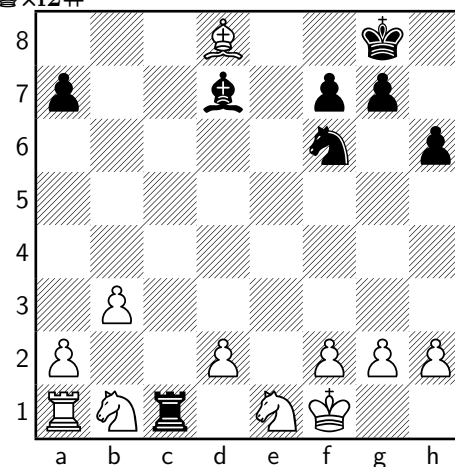
♕×e1#



Black to move.

Solution: 18... ♕d3 19 ♕g4 ♕d2+ 20 ♔f1

♕×f2#



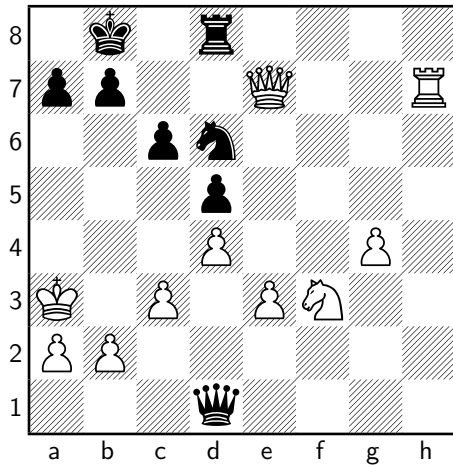
Black to move.

Solution: 22... ♗b5+ 23 d3 ♗×d3+ 24 ♔g1

♜×e1#

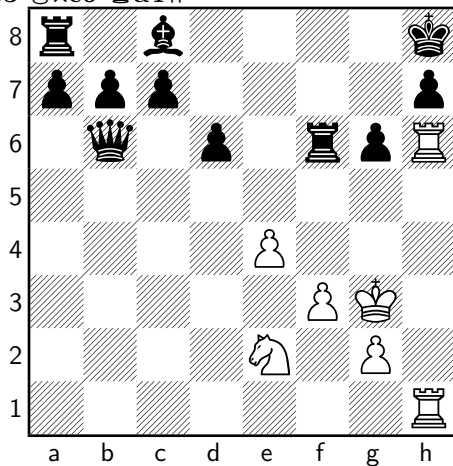
3.37 Mate in 4

Deliver checkmate in four moves.



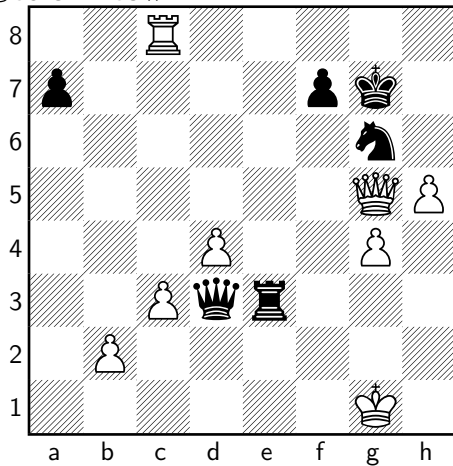
Black to move.

Solution: 30... ♖c4+ 31 ♔b4 a5+ 32 ♕c5 b6+ 33 ♕xc6 ♔a4#



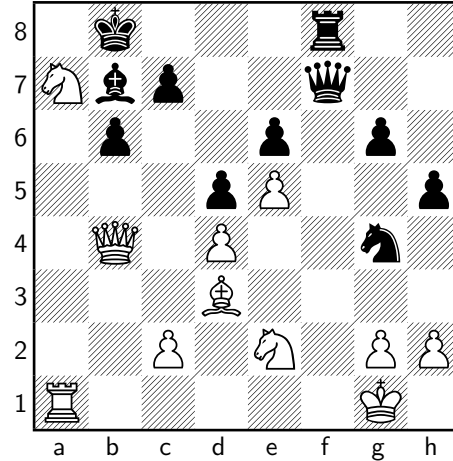
White to move.

Solution: 28 ♖h7+ ♕g8 29 ♖h8+ ♕f7 30 ♖h7+ ♕e6 31 ♖e8#



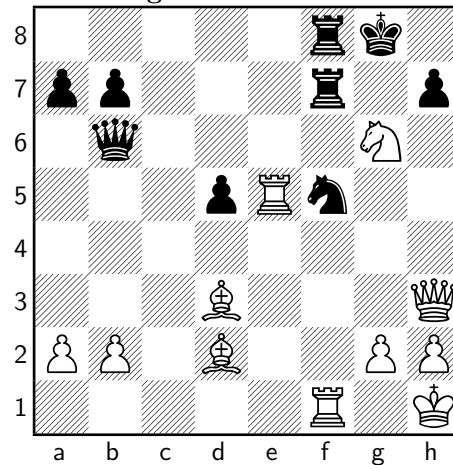
White to move.

Solution: 33 h6+ ♕h7 34 ♖h8+ ♕xh8 35 ♔f6+ ♕g8 36 ♔g7#



Black to move.

Solution: 22... ♔f2+ 23 ♕h1 ♔f1+ 24 ♖xf1 ♖xf1+ 25 ♖g1 ♖f2#

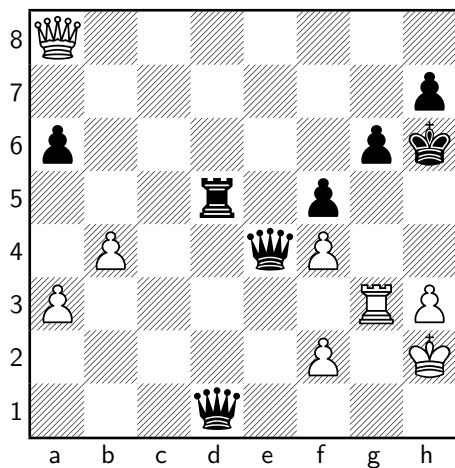


Black to move.

Solution: 26... ♖g3+ 27 h×g3 ♖xf1+ 28 ♖xf1 ♖xf1+ 29 ♕h2 ♔g1#

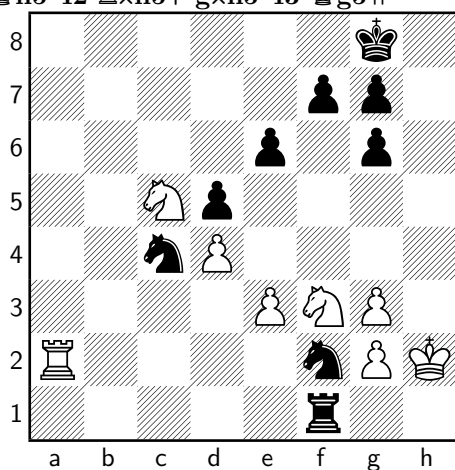
3.38 Mate in 5 or more

Figure out a long mating sequence.



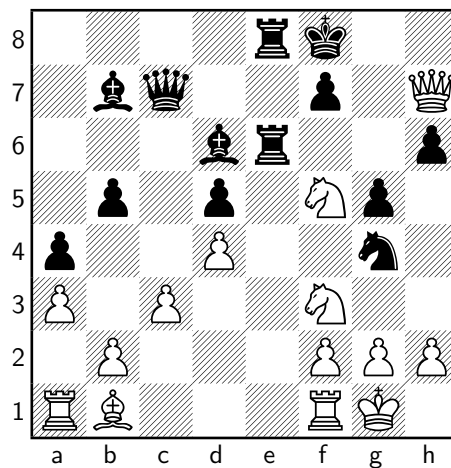
White to move.

Solution: 39 ♖f8+ ♜h5 40 ♜g5+ ♜h4 41 ♜h6+ ♜h5 42 ♜xh5+ g×h5 43 ♜g5#



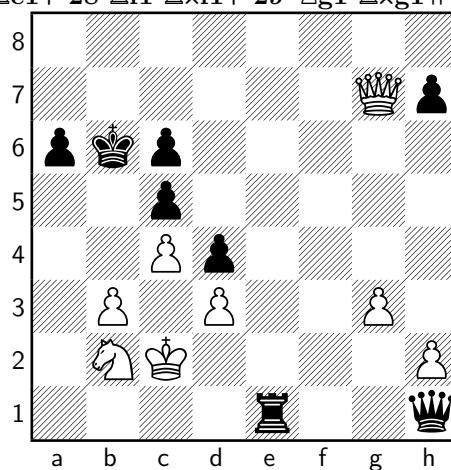
White to move.

Solution: 30 ♜a8+ ♜h7 31 ♜g5+ ♜h6 32 ♜xh7+ ♜h5 33 ♜h8+ ♜g4 34 ♜h4+ ♜f5 35 ♜f4#



Black to move.

Solution: 25... ♜xh2+ 26 ♜h1 ♜xh2+ 27 ♜xh2 ♜e1+ 28 ♜f1 ♜xh1+ 29 ♜g1 ♜xg1#

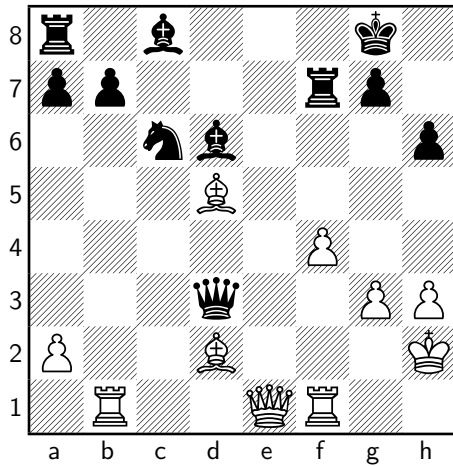


White to move.

Solution: 32 ♜a4+ ♜a5 33 ♜c7+ ♜b4 34 ♜b6+ ♜a3 35 ♜xc5+ ♜a2 36 ♜c3+ ♜a1 37 ♜a5#

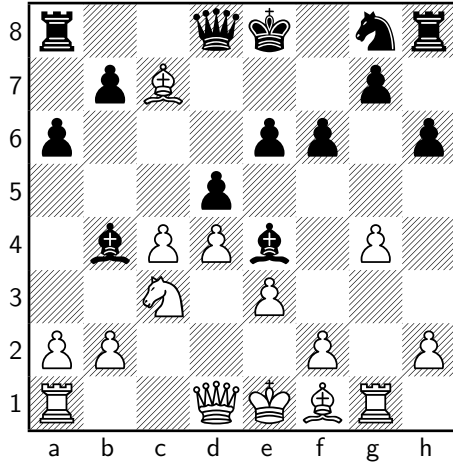
3.39 Middlegame

A tactic during the second phase of the game.



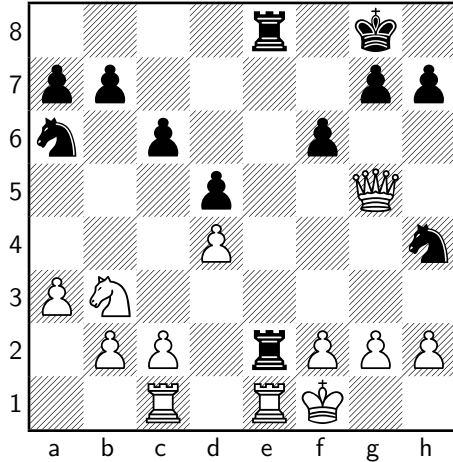
White to move.

Solution: 20 ♖e8+ ♔h7 21 ♖xf7



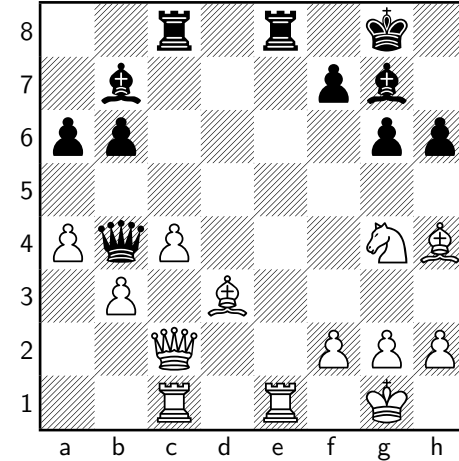
Black to move.

Solution: 11... ♗xc3+ 12 bxc3 ♖xc7



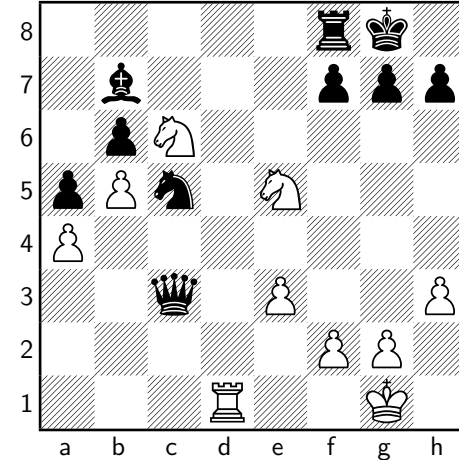
Black to move.

Solution: 22... ♖xe1+ 23 ♖xe1 ♖xe1+ 24 ♔xe1 f×g5



Black to move.

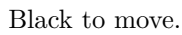
Solution: 21... ♖xe1+ 22 ♖xe1 ♖xe1+



White to move.

Solution: 27 ♘e7+ ♔h8 28 ♘xf7+ ♖xf7 29 ♖d8+ ♖f8 30 ♖xf8#

A puzzle that is only one move long.

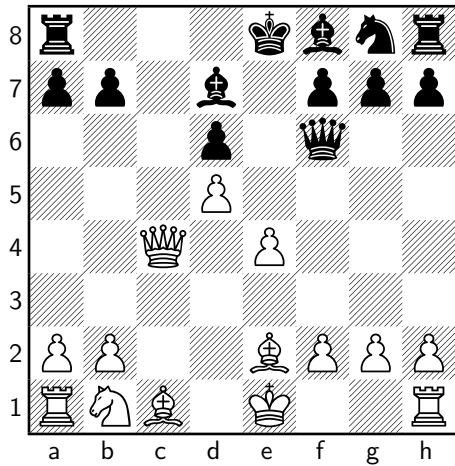


White to move.

Solution: **34 ♔xh7#**

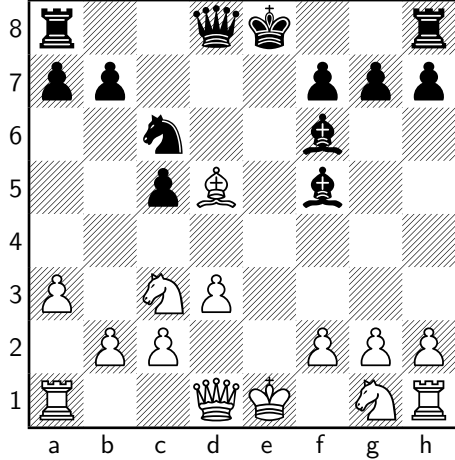
3.41 Opening

A tactic during the first phase of the game.



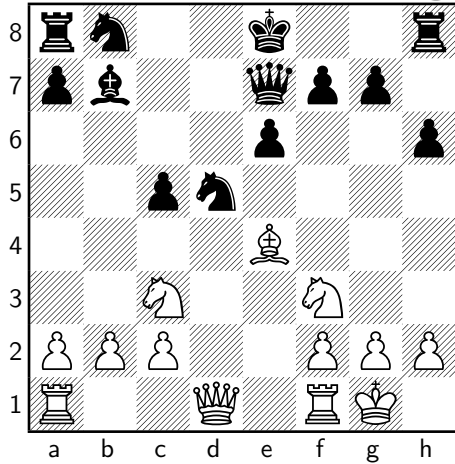
Black to move.

Solution: 10... ♖c8 11 ♙xc8+ ♜xc8



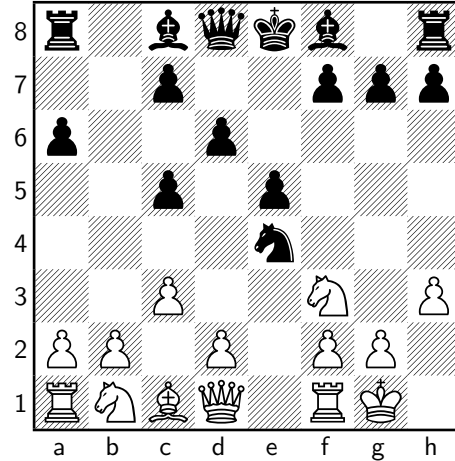
Black to move.

Solution: 10... ♜xc3+ 11 bxc3 ♙xd5



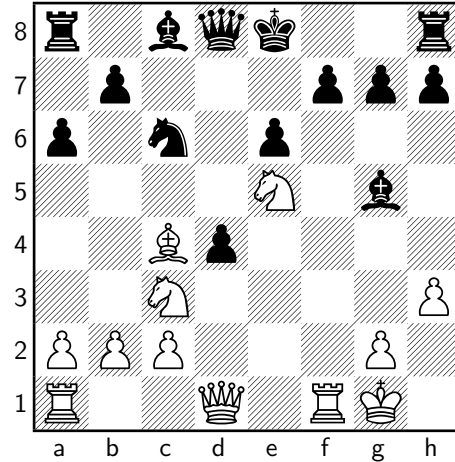
Black to move.

Solution: 12... ♘xc3 13 ♙xb7 ♘xd1



White to move.

Solution: 9 ♙a4+ ♜d7 10 ♙xe4

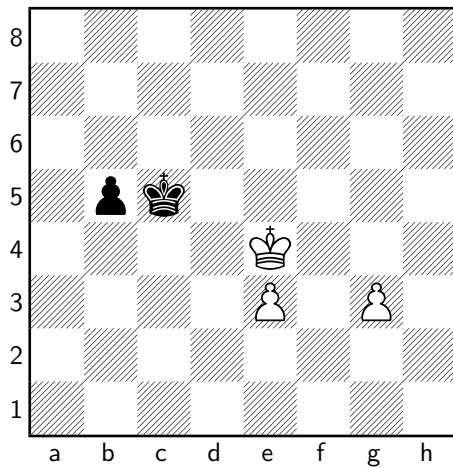


White to move.

Solution: 13 ♘xf7 ♙e7 14 ♘xh8

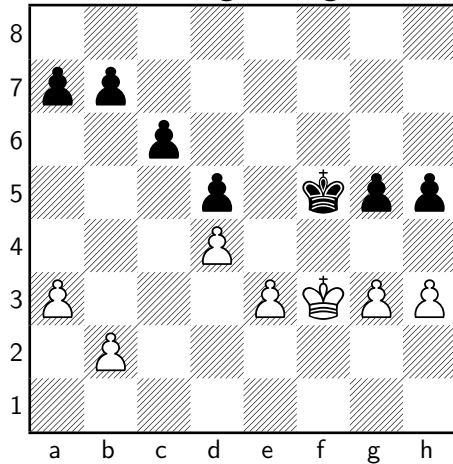
3.42 Pawn endgame

An endgame with only pawns.



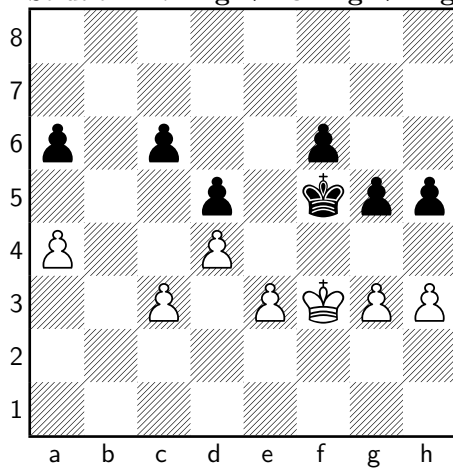
Black to move.

Solution: 41... ♔c4 42 ♕f3 b4 43 ♕e2 ♕c3



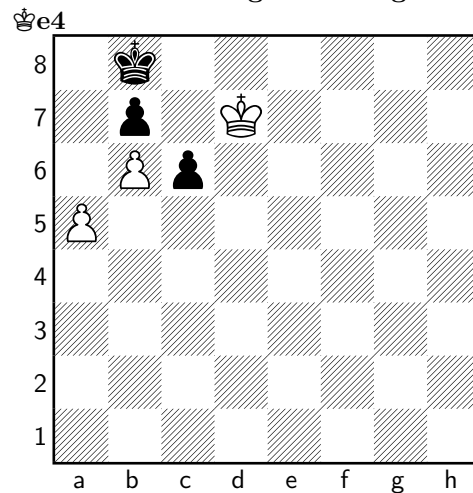
Black to move.

Solution: 27... g4+ 28 h×g4+ h×g4+



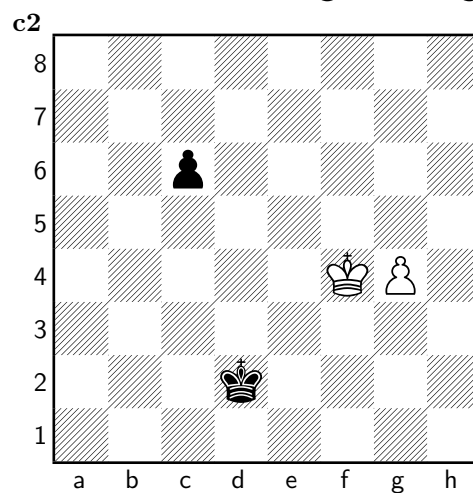
Black to move.

Solution: 31... g4+ 32 h×g4+ h×g4+ 33 ♕e2



Black to move.

Solution: 60... c5 61 ♕d6 c4 62 ♕c5 c3 63 ♕b4

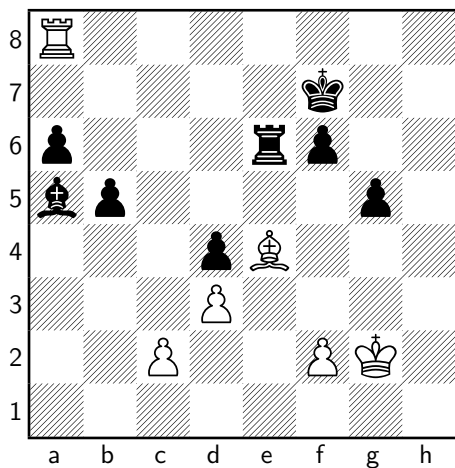


White to move.

Solution: 59 g5 c5 60 g6 c4 61 g7

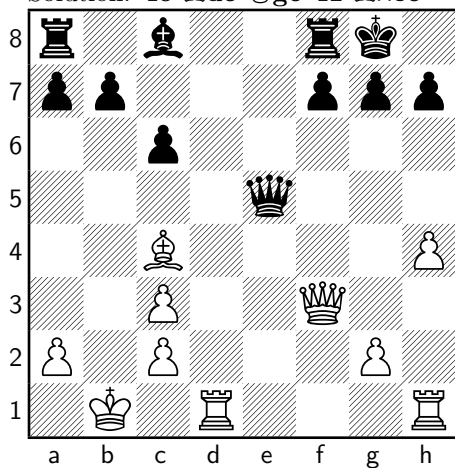
3.43 Pin

A tactic involving pins, where a piece is unable to move without revealing an attack on a higher value piece.



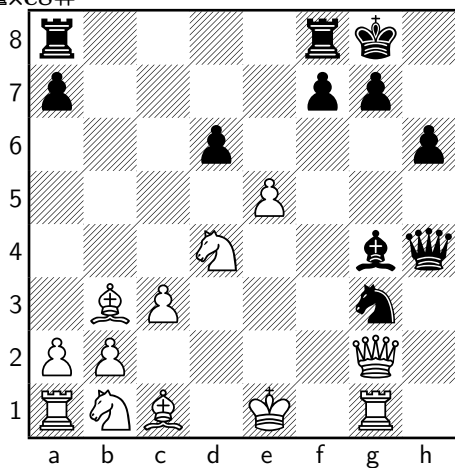
White to move.

Solution: 40 ♖d5 ♕g6 41 ♖xe6



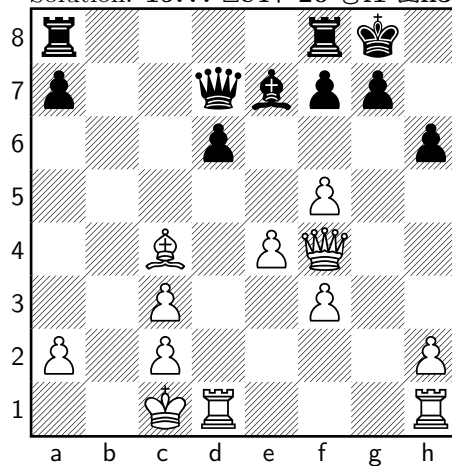
White to move.

Solution: 19 ♖xf7+ ♜xf7 20 ♖d8+ ♜e8 21 ♜xe8#



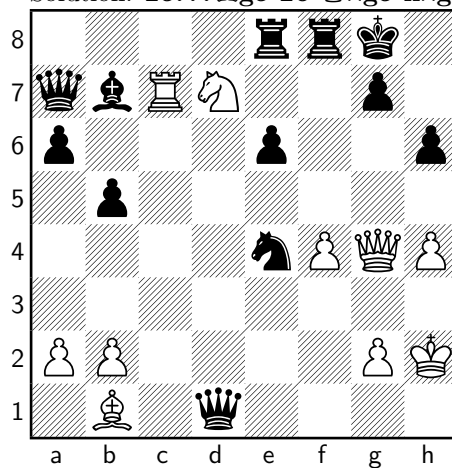
Black to move.

Solution: 19... ♖e4+ 20 ♖f1 ♖h3



Black to move.

Solution: 25... ♖g5 26 ♜xg5 h×g5

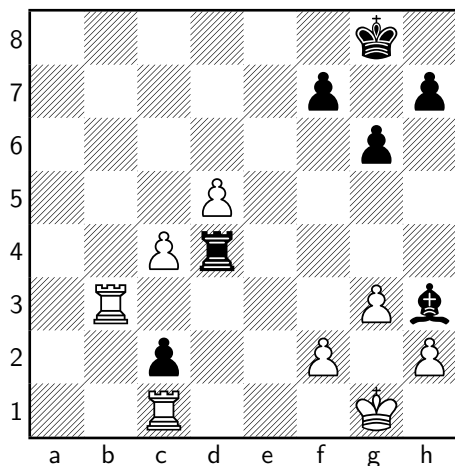


White to move.

Solution: 28 ♖f6+ ♜xf6 29 ♜xg7#

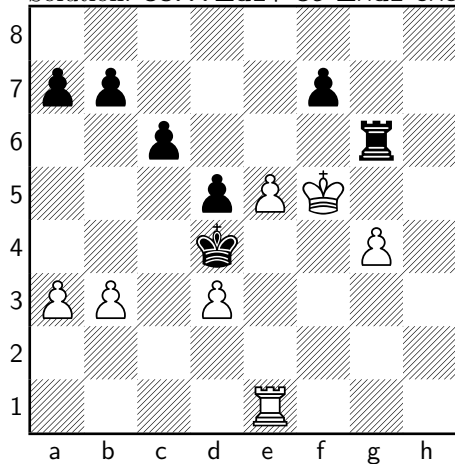
3.44 Promotion

Promote one of your pawn to a queen or minor piece.



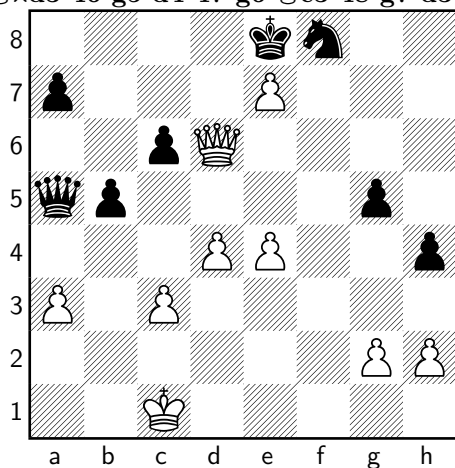
Black to move.

Solution: 38... ♖d1+ 39 ♖xd1 cxd1 ♕#



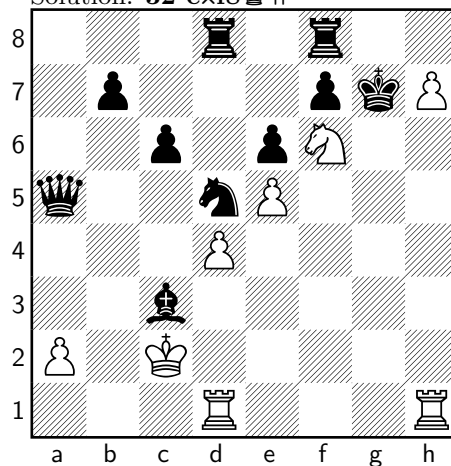
White to move.

Solution: 43 e6 ♖xe6 44 ♖xe6 fxe6+ 45 ♕xe6 ♕xd3 46 g5 d4 47 g6 ♕c3 48 g7 d3 49 g8 ♖



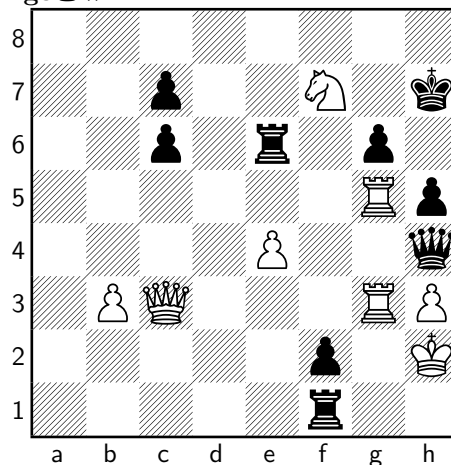
White to move.

Solution: 32 exf8 ♖#



White to move.

Solution: 31 ♖dg1+ ♕h8 32 ♖g8+ ♖xg8 33 h×g8 ♖#

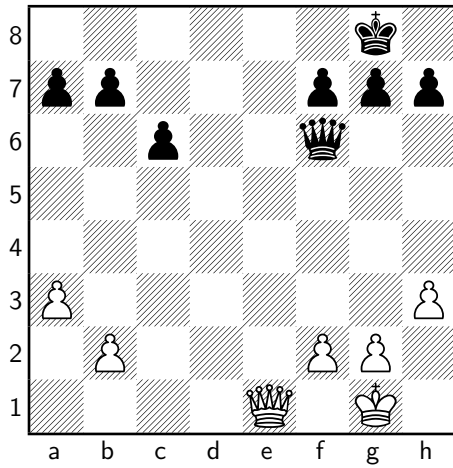


Black to move.

Solution: 37... ♖h1+ 38 ♕xh1 f1 ♖#

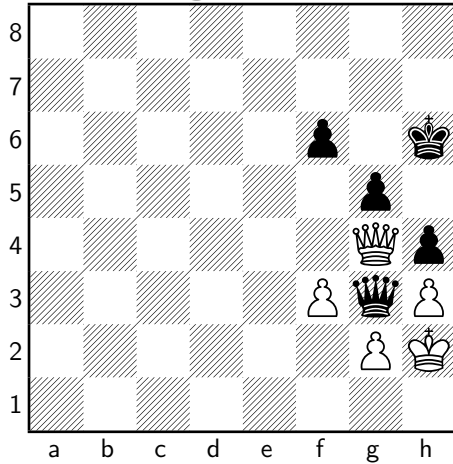
3.45 Queen endgame

An endgame with only queens and pawns.



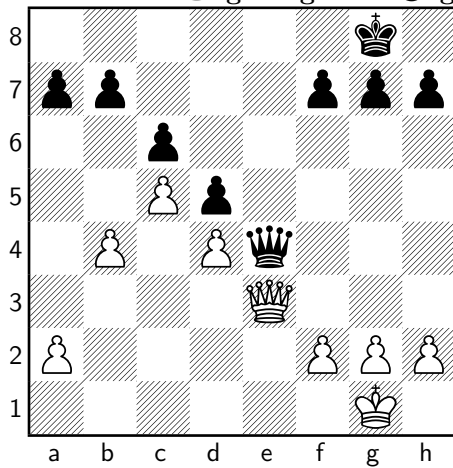
White to move.

Solution: 28 ♕e8#



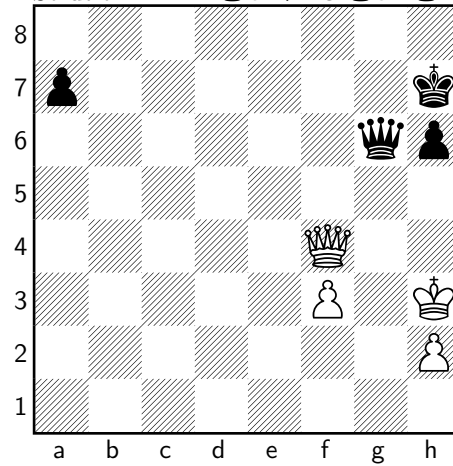
White to move.

Solution: 57 ♕xg3 h×g3+ 58 ♖xg3



Black to move.

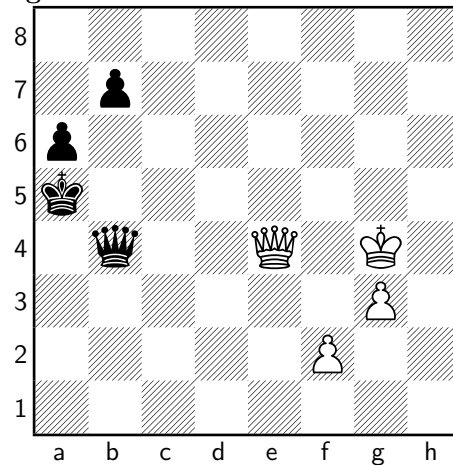
Solution: 22... ♖b1+ 23 ♕c1 ♖×c1#



Black to move.

Solution: 44... ♕h5+ 45 ♖g3 ♕g5+ 46 ♕×g5

h×g5

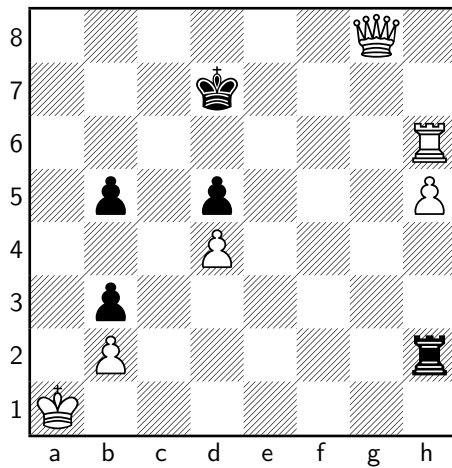


White to move.

Solution: 63 ♕×b4+ ♖×b4 64 f4 a5 65 f5

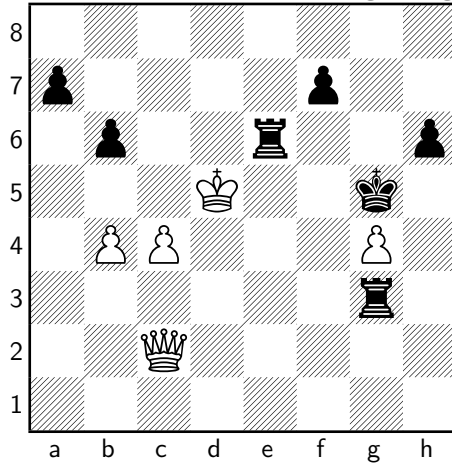
3.46 Queen and Rook

An endgame with only queens, rooks and pawns.



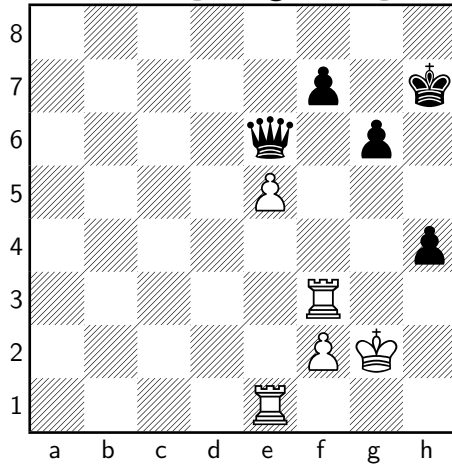
Black to move.

Solution: 43... ♖h1+ 44 ♕g1 ♖xg1#



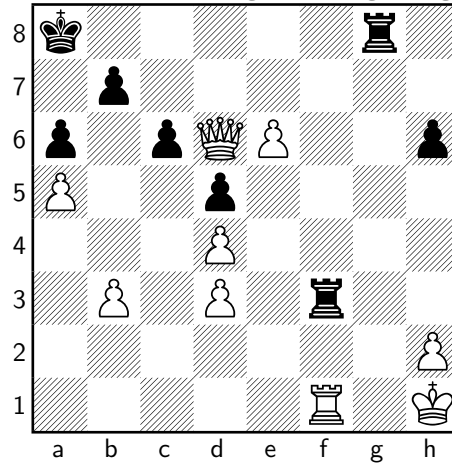
White to move.

Solution: 50 ♕f5+ ♔h4 51 ♕h5#



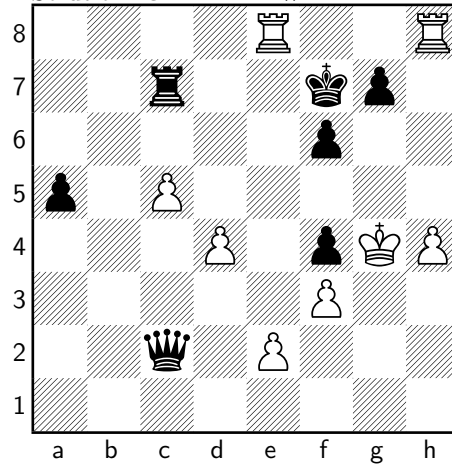
Black to move.

Solution: 43... ♕g4+ 44 ♖g3 h×g3



Black to move.

Solution: 34... ♖x f1#

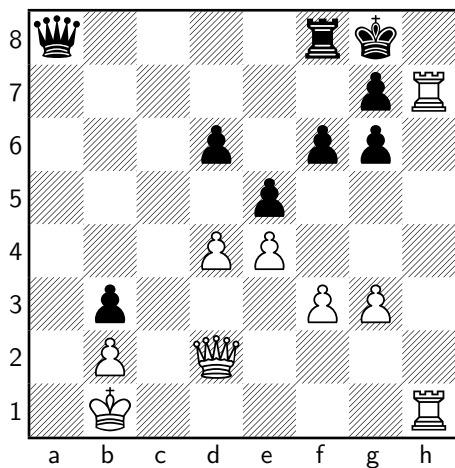


White to move.

Solution: 40 ♖hf8+ ♔g6 41 h5+ ♔h6 42 ♖h8+

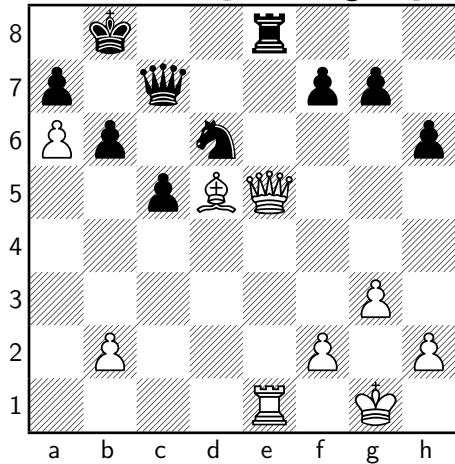
3.47 Queenside attack

An attack of the opponent's king, after they castled on the queen side.



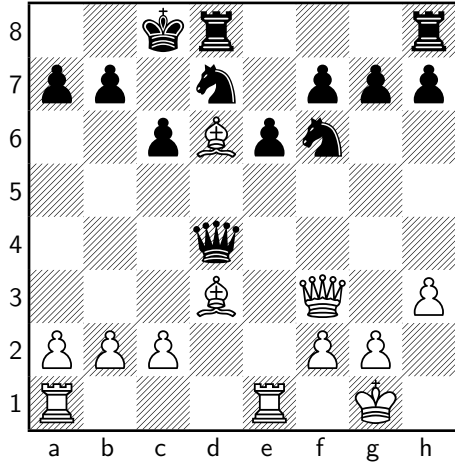
Black to move.

Solution: 30... ♖a2+ 31 ♔c1 ♕a1#



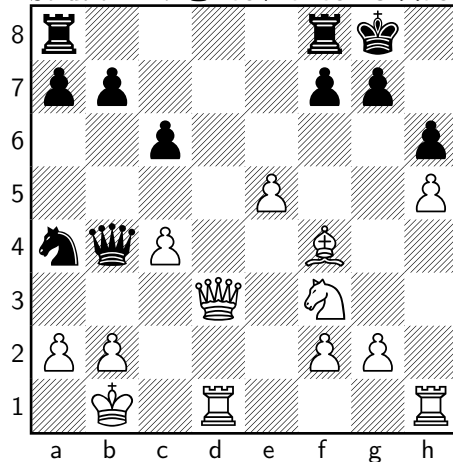
White to move.

Solution: 33 ♕xe8+ ♖xe8 34 ♖xe8+



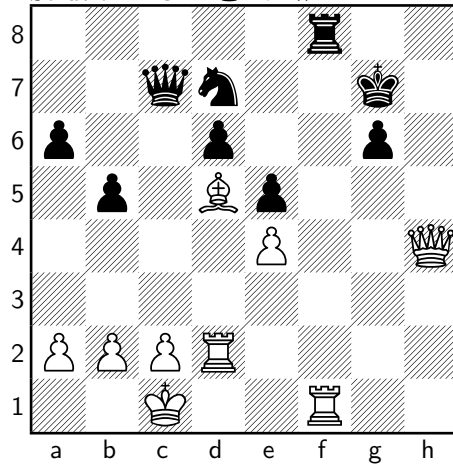
White to move.

Solution: 17 ♕xc6+ bxc6 18 ♔a6#



Black to move.

Solution: 23... ♕xb2#

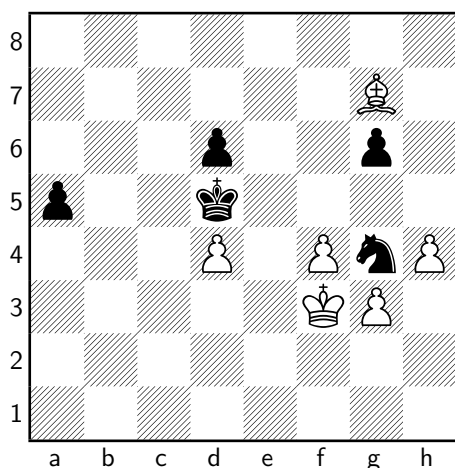


Black to move.

Solution: 30... ♖xf1+ 31 ♖d1 ♖xd1+

3.48 Quiet move

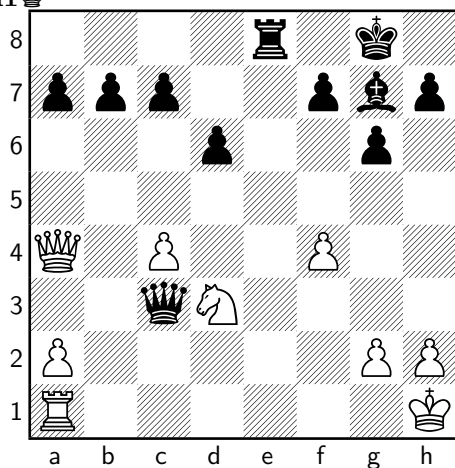
A move that does neither make a check or capture, nor an immediate threat to capture, but does prepare a more hidden unavoidable threat for a later move.



Black to move.

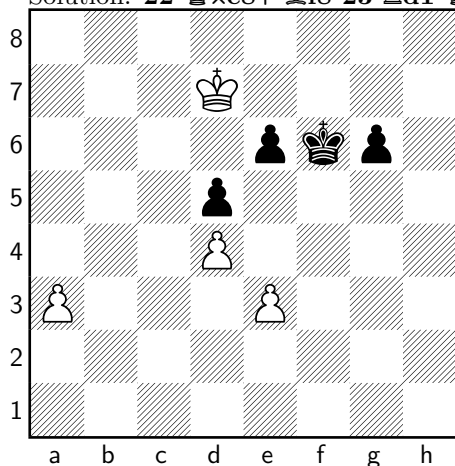
Solution: 47... a4 48 ♖xg4 a3 49 ♖g5 a2 50 g4

a1 ♖



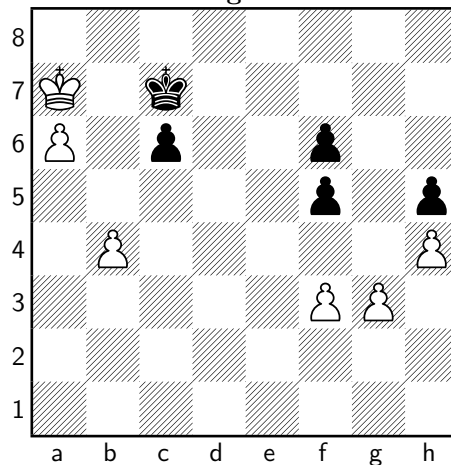
White to move.

Solution: 22 ♖xe8+ ♔f8 23 ♖d1 ♖c2 24 ♖e1



White to move.

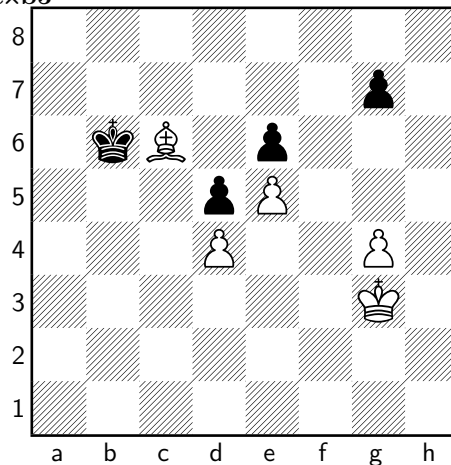
Solution: 55 a4 g5 56 a5



Black to move.

Solution: 51... f4 52 gxf4 f5 53 ♖a8 ♖c8 54 b5

cxb5

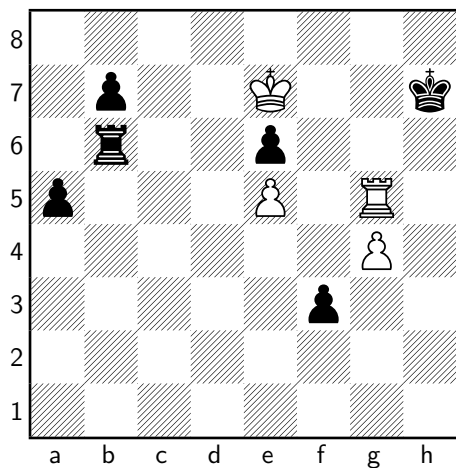


Black to move.

Solution: 43... ♖xc6 44 ♖f4 ♖b5 45 ♖g5 ♖c4 46 ♖g6 ♖xd4 47 g5 ♖xe5 48 ♖xg7 d4 49 g6 d3 50 ♖h8 d2

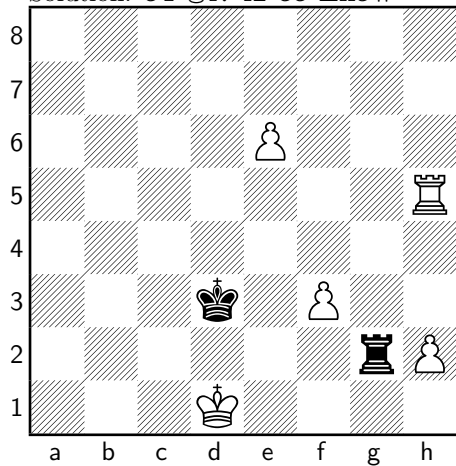
3.49 Rook endgame

An endgame with only rooks and pawns.



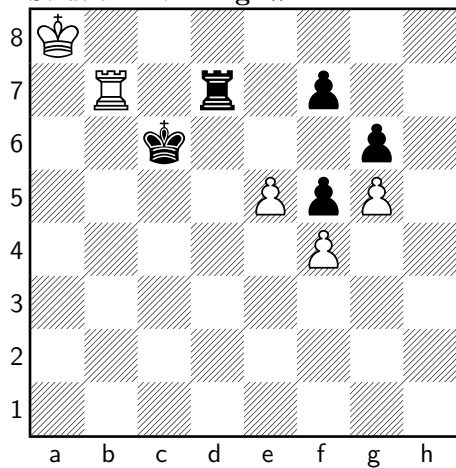
White to move.

Solution: 54 ♔f7 f2 55 ♖h5#



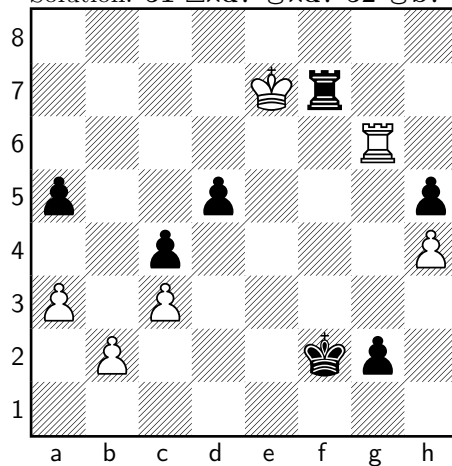
Black to move.

Solution: 47... ♜g1#



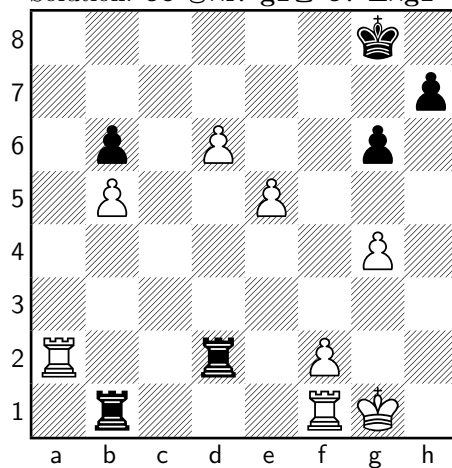
White to move.

Solution: 51 ♜xd7 ♔xd7 52 ♔b7 ♔e6 53 ♔c6



White to move.

Solution: 56 ♔xf7 g1 ♔ 57 ♜xg1

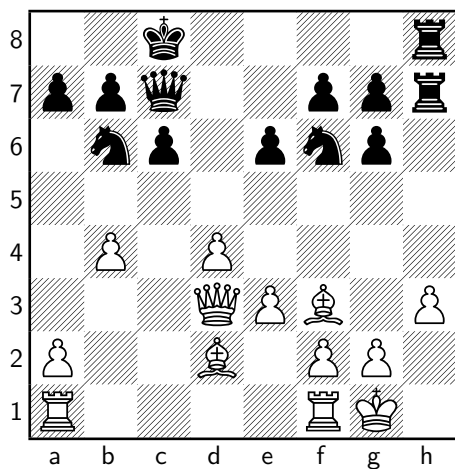


Black to move.

Solution: 42... ♜xf1+ 43 ♔xf1 ♜xa2

3.50 Sacrifice

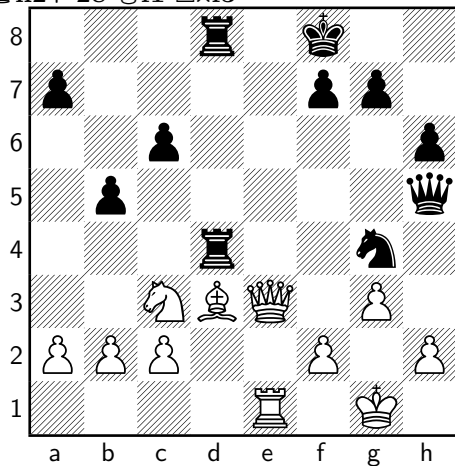
A tactic involving giving up material in the short-term, to gain an advantage again after a forced sequence of moves.



Black to move.

Solution: 25... ♖xh3 26 g×h3 ♜xh3 27 ♜fc1

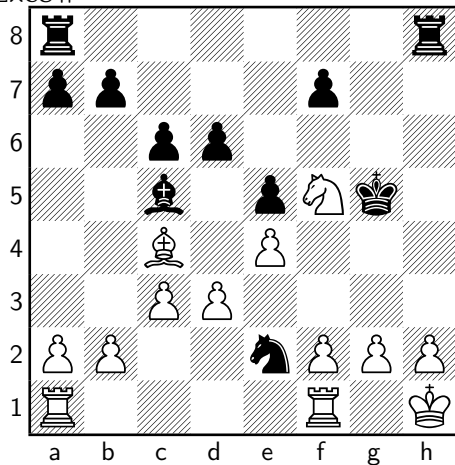
♜h2+ 28 ♝f1 ♜xf3



White to move.

Solution: 25 ♜e7+ ♝g8 26 ♜e8+ ♜xe8 27

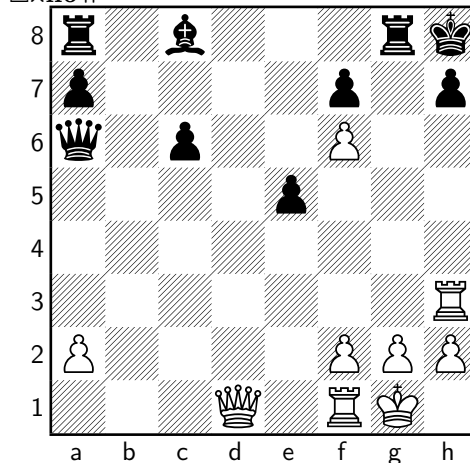
♜xe8#



Black to move.

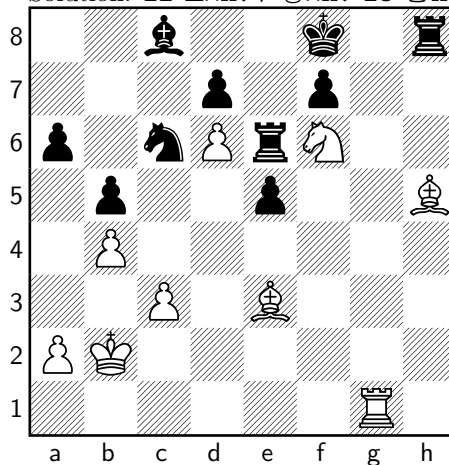
Solution: 21... ♜xh2+ 22 ♝xh2 ♜h8+ 23 ♜h6

♜xh6#



White to move.

Solution: 22 ♜xh7+ ♝xh7 23 ♜h5#

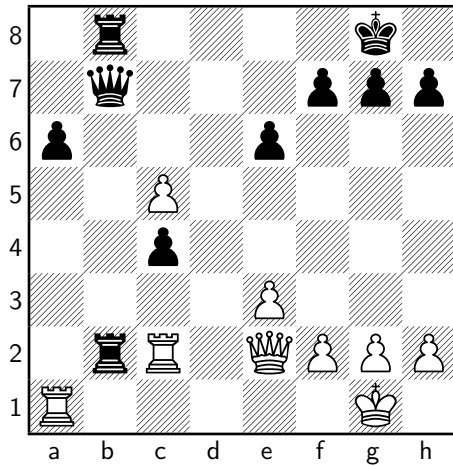


White to move.

Solution: 33 ♜h6+ ♜xh6 34 ♜g8#

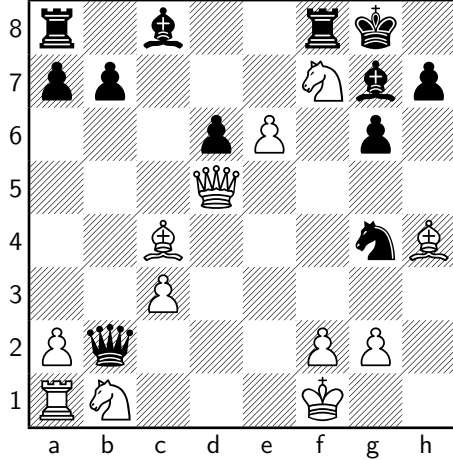
3.51 Short puzzle

Two moves to win.



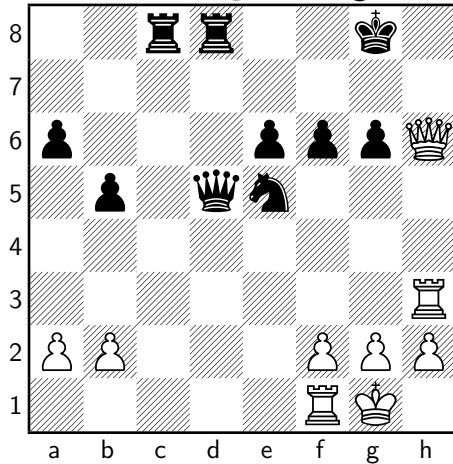
White to move.

Solution: 24 ♖xb2 ♜xb2 25 ♜xb2



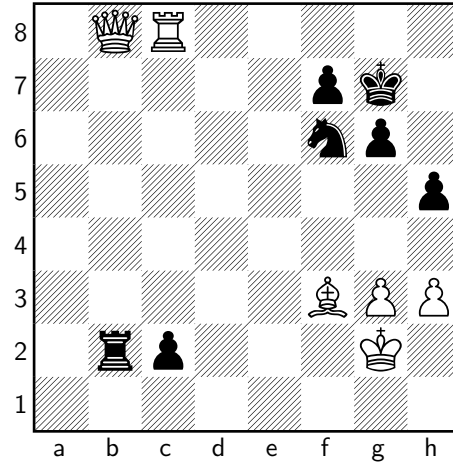
White to move.

Solution: 17 e7 ♜c1+ 18 ♔e2



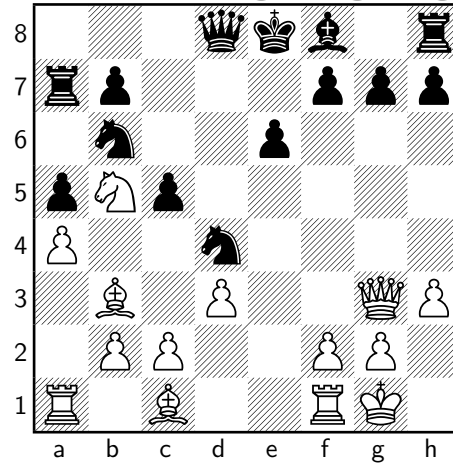
White to move.

Solution: 26 ♜h8+ ♜f7 27 ♜h7#



Black to move.

Solution: 61... c1♜+ 62 ♜xb2 ♜xb2+

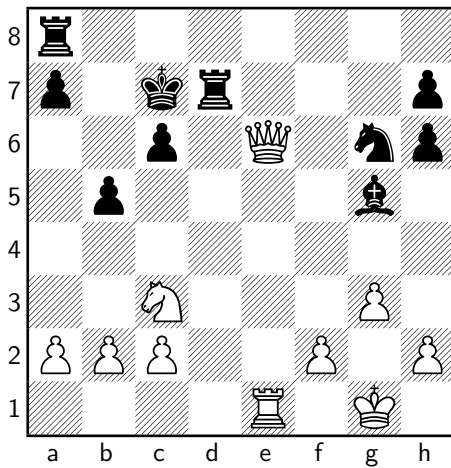


Black to move.

Solution: 13... ♖e2+ 14 ♔h2 ♖xg3

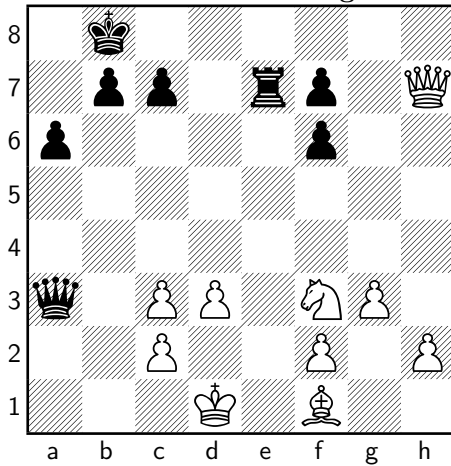
3.52 Skewer

A motif involving a high value piece being attacked, moving out the way, and allowing a lower value piece behind it to be captured or attacked, the inverse of a pin.



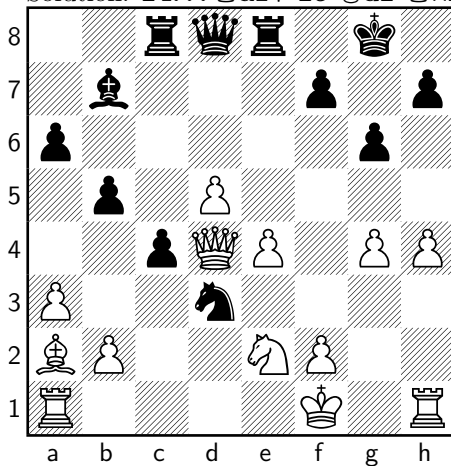
Black to move.

Solution: 21... ♖e7 22 ♕g4 ♗xg4 ♗xg4



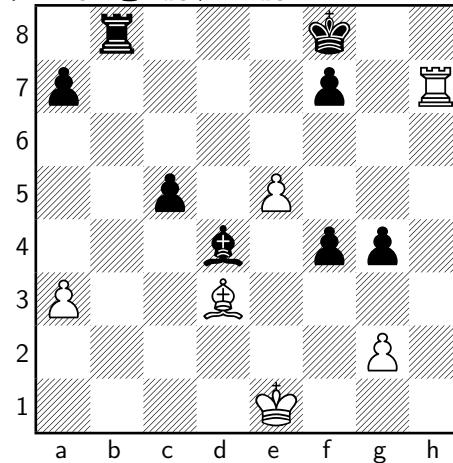
Black to move.

Solution: 24... ♕a1+ 25 ♖d2 ♗xf1



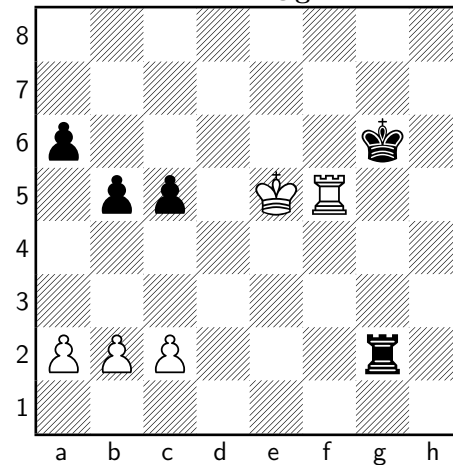
Black to move.

Solution: 29... ♗xe4 30 ♕xe4 ♗xd5 31 ♕d4 ♗xh1 32 ♕xd8+ ♗xd8



White to move.

Solution: 40 ♗h8+ ♖g7 41 ♗xb8

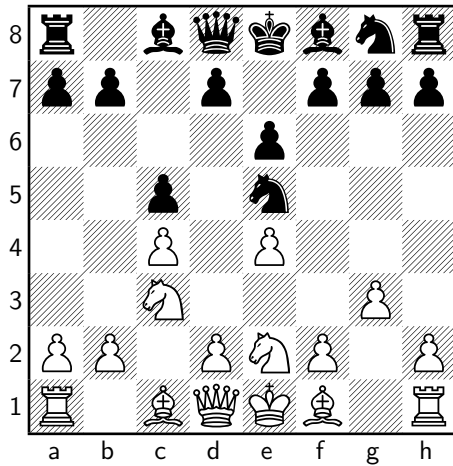


Black to move.

Solution: 42... ♗e2+ 43 ♖f4 ♗f2+ 44 ♖e3 ♗xf5

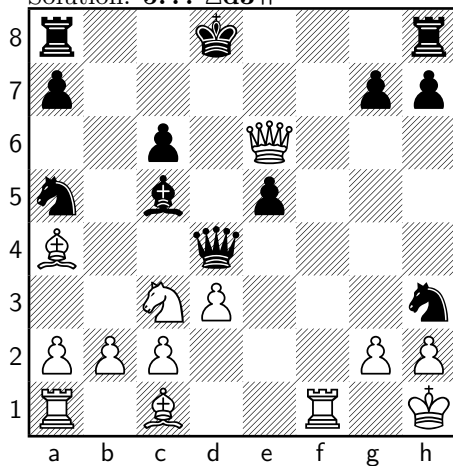
3.53 Smothered mate

A checkmate delivered by a knight in which the mated king is unable to move because it is surrounded (or smothered) by its own pieces.



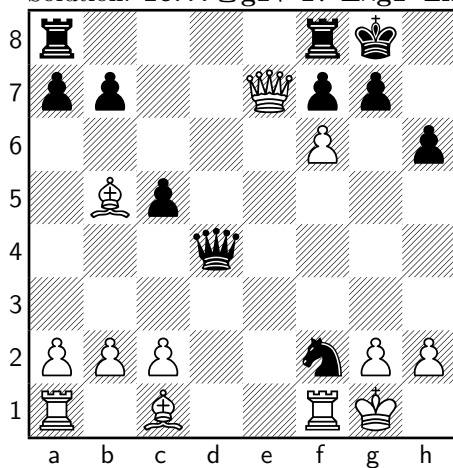
Black to move.

Solution: 5... ♖d3#



Black to move.

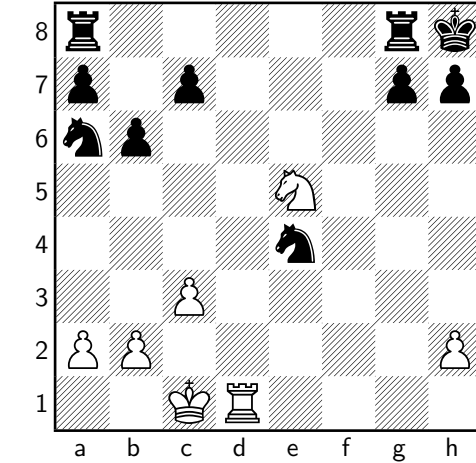
Solution: 16... ♖g1+ 17 ♖xg1 ♖f2#



Black to move.

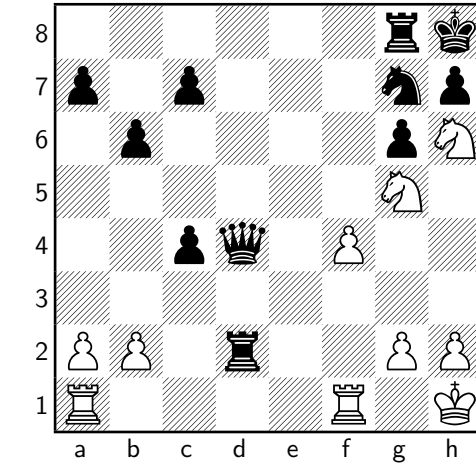
Solution: 19... ♖h3+ 20 ♖h1 ♖g1+ 21 ♖xg1

♖f2#



White to move.

Solution: 20 ♖f7#

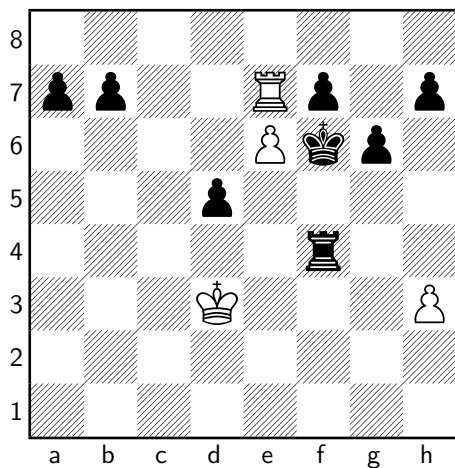


White to move.

Solution: 29 ♖gf7#

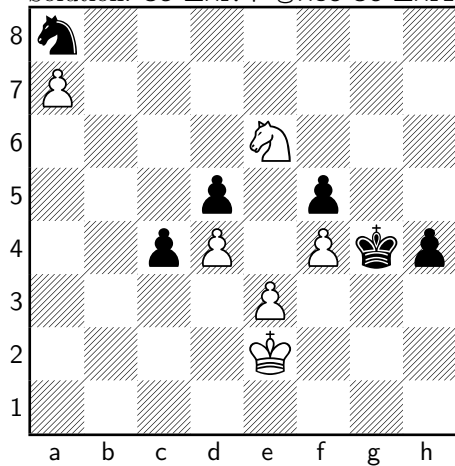
3.54 Super GM games

Puzzles from games played by the best players in the world.



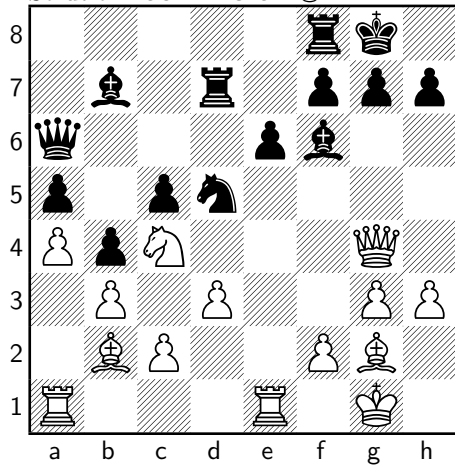
White to move.

Solution: 35 ♖xf7+ ♕xe6 36 ♖xf4



Black to move.

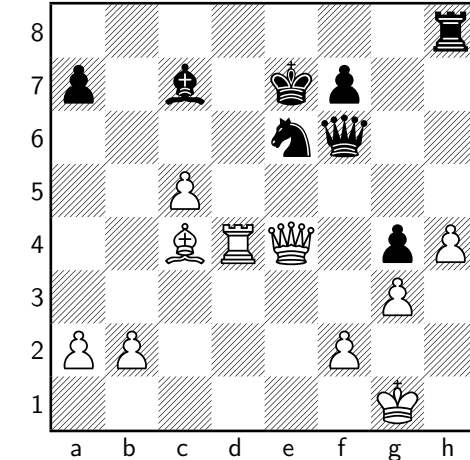
Solution: 50... h3 51 ♕f2 h2



White to move.

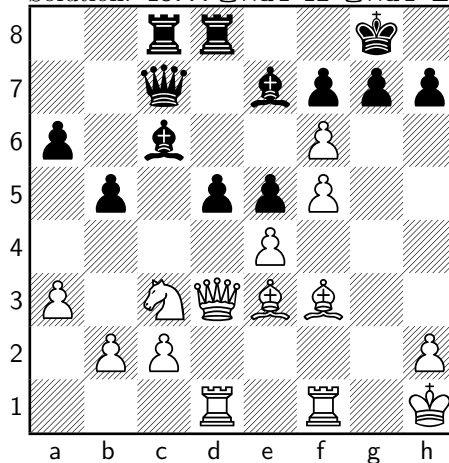
Solution: 19 ♕xd5 ♕xb2 20 ♕xb7 ♖xb7 21

♜xb2



Black to move.

Solution: 40... ♖xd4 41 ♖xd4 ♜xd4

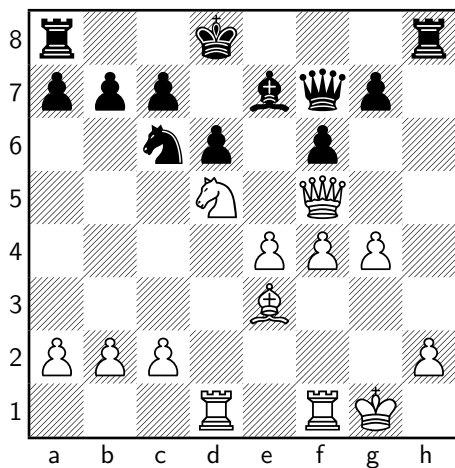


Black to move.

Solution: 19... dxe4 20 ♕xe4 ♖xd3

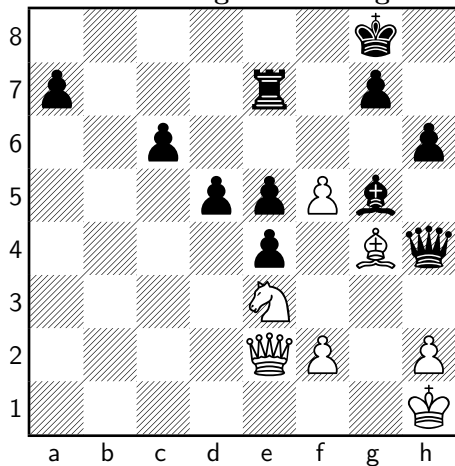
3.55 Trapped piece

A piece is unable to escape capture as it has limited moves.



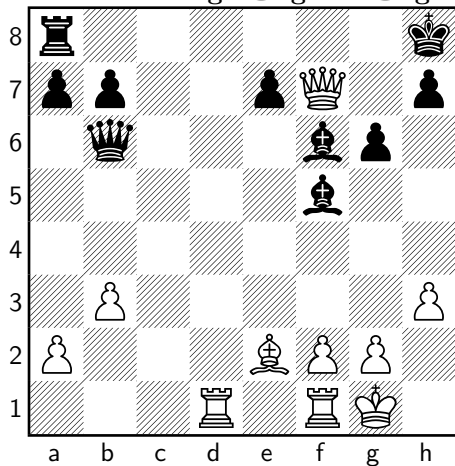
Black to move.

Solution: 17...g6 18 ♖xe7 gxf5



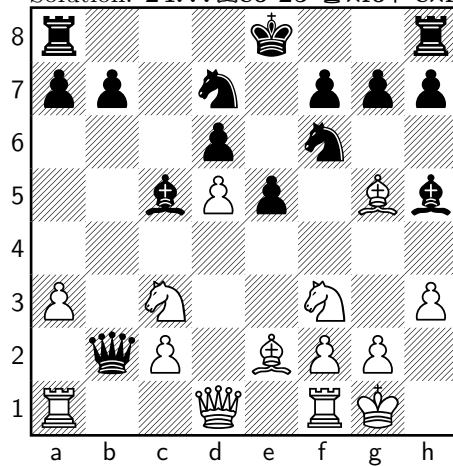
White to move.

Solution: 35 ♖g2 ♗xg4 36 ♗xg4



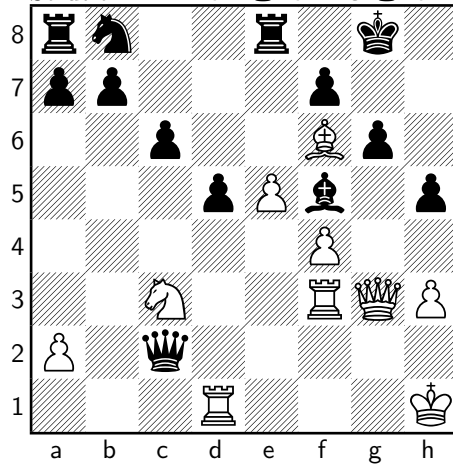
Black to move.

Solution: 24... ♔e6 25 ♗xf6+ exf6



White to move.

Solution: 12 ♖a4 ♗xa1 13 ♗xa1

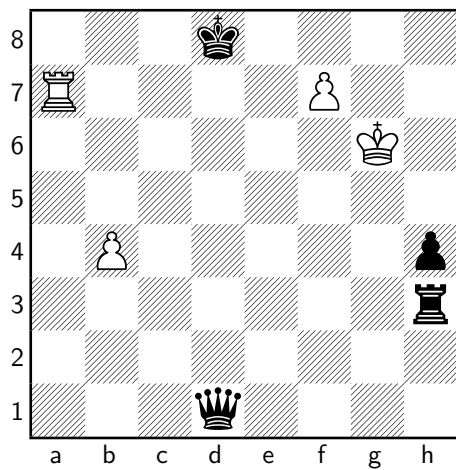


White to move.

Solution: 23 ♗f2 ♗xf2 24 ♗xf2

3.56 Underpromotion

Promotion to a knight, bishop, or rook.

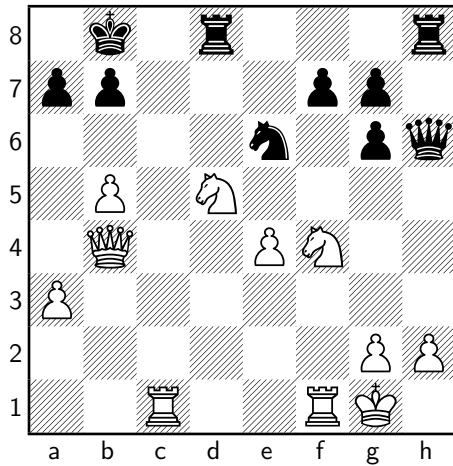


White to move.

Solution: 45 f8♖♚

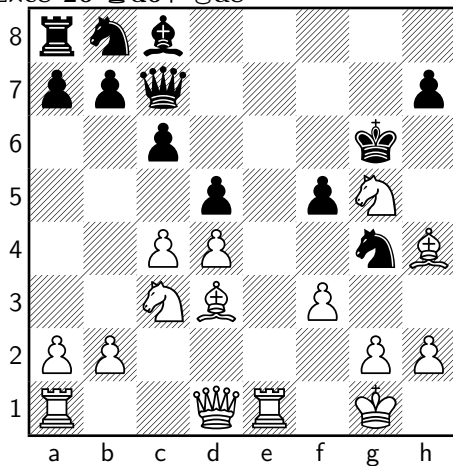
3.57 Very long puzzle

Four moves or more to win.



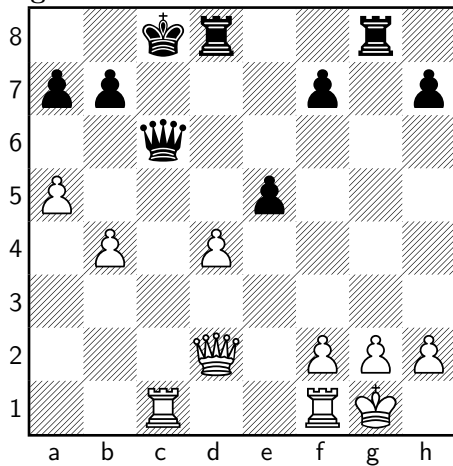
Black to move.

Solution: 23... ♖xh2+ 24 ♔f2 ♘xf4 25 ♖c8+ ♗xc8 26 ♗d6+ ♔a8



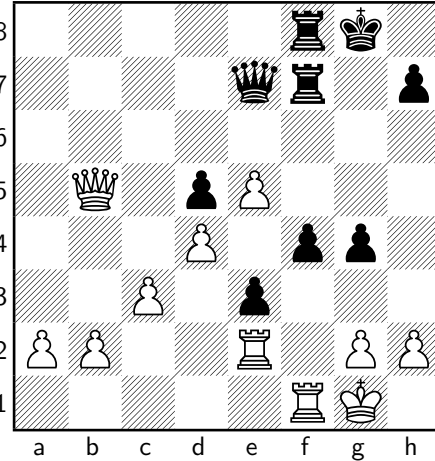
Black to move.

Solution: 16... ♖xh2+ 17 ♔f1 ♗h1+ 18 ♔e2 ♗xg2+ 19 ♔f2 ♗xf2#



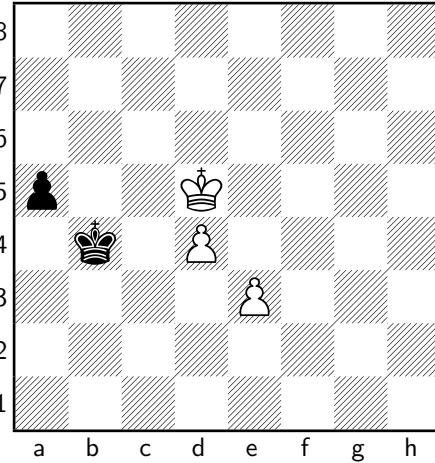
Black to move.

Solution: 22... ♖xg2+ 23 ♔h1 ♖g1+ 24 ♔xg1 ♖g8+ 25 ♗g5 ♖xg5#



Black to move.

Solution: 26... f3 27 ♖xe3 f×g2 28 ♔xg2 ♖xf1 29 ♗xf1 ♖xf1

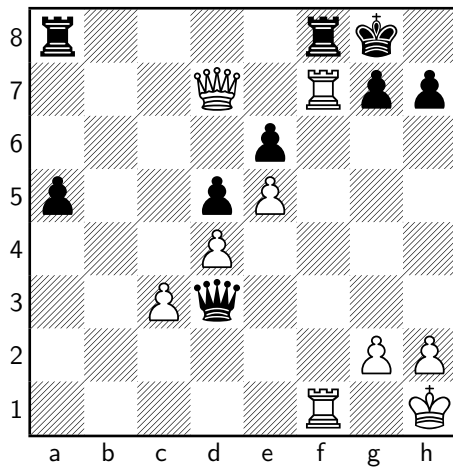


Black to move.

Solution: 57... a4 58 ♔e6 a3 59 d5 a2 60 d6 a1♗

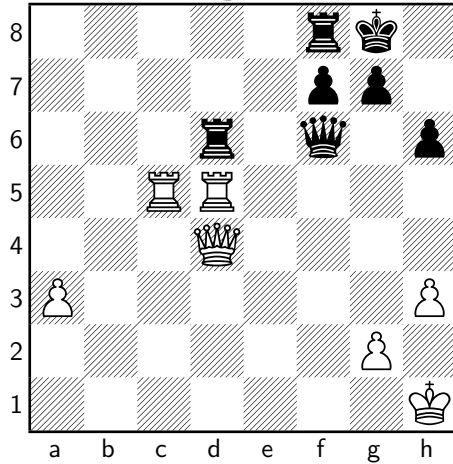
3.58 X-Ray attack

A piece attacks or defends a square, through an enemy piece.



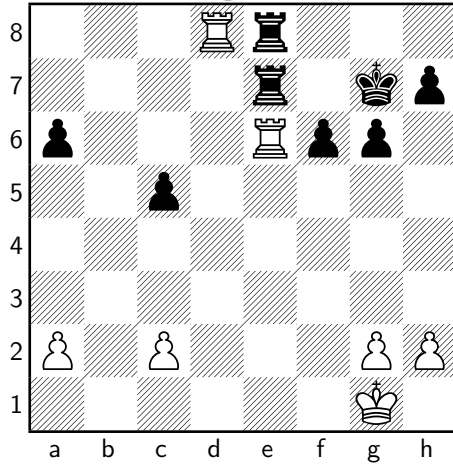
Black to move.

Solution: 33... ♖xf1+ 34 ♜xf1 ♜xf1#



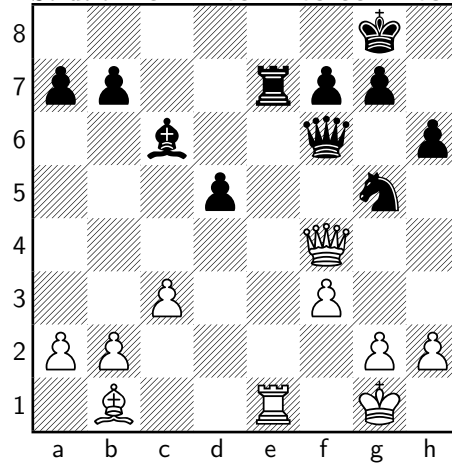
Black to move.

Solution: 32... ♜xd4 33 ♜xd4 ♜xd4



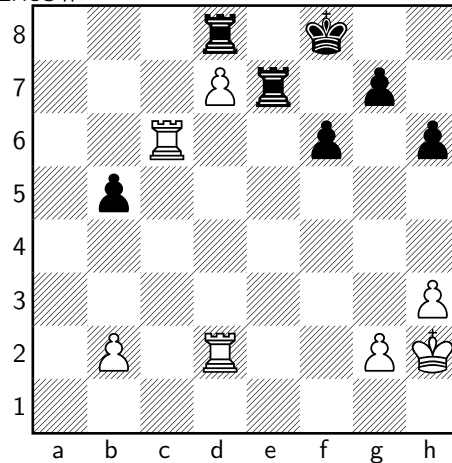
White to move.

Solution: 32 ♜xe8 ♜xe8 33 ♜xe8



White to move.

Solution: 26 ♜b8+ ♜e8 27 ♜xe8+ ♜xe8 28 ♜xe8#

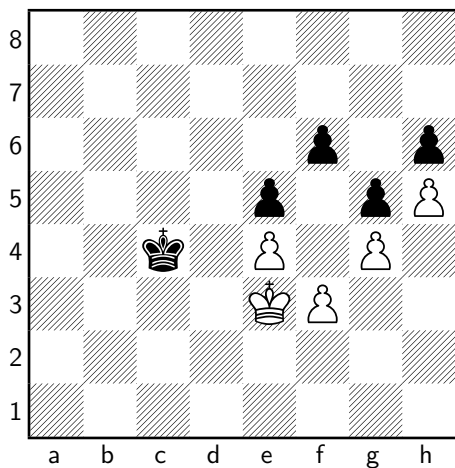


White to move.

Solution: 39 ♜c8 ♜xd7 40 ♜xd8+ ♜xd8 41 ♜xd8+

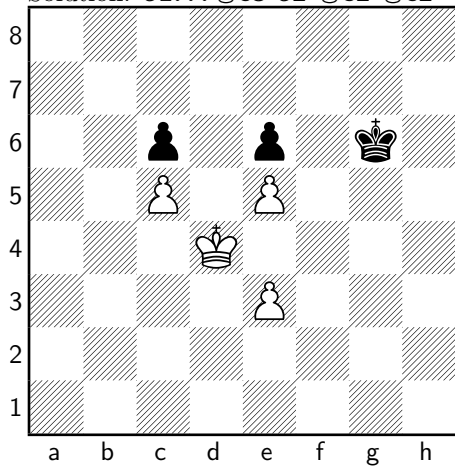
3.59 Zugzwang

The opponent is limited in the moves they can make, and all moves worsen their position.



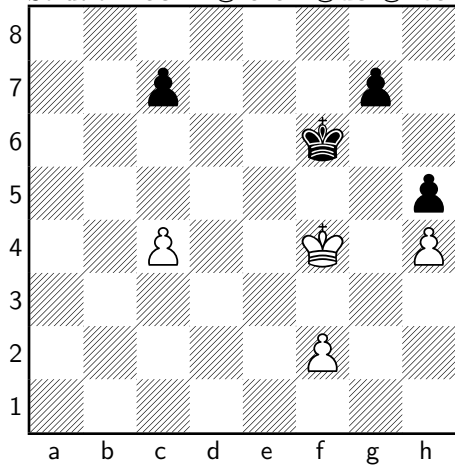
Black to move.

Solution: 51... ♔c3 52 ♕e2 ♔c2



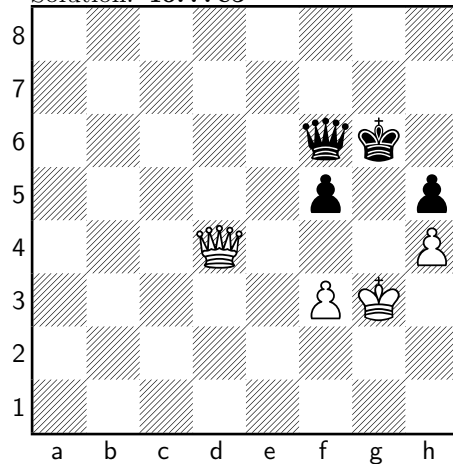
Black to move.

Solution: 53... ♕f5 54 ♔d3 ♕xe5



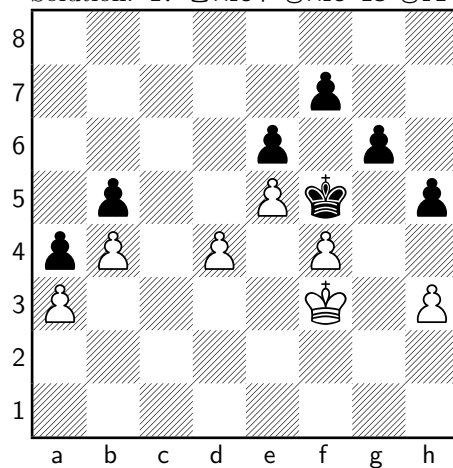
Black to move.

Solution: 46... c5



White to move.

Solution: 47 ♖xf6+ ♕xf6 48 ♖f4 ♕g6 49 ♖e5



White to move.

Solution: 40 h4 f6 41 exf6 ♕xf6 42 ♕e4 ♕e7 43 ♕e5